THE WORLD'S BEST AMIGA MAGAZINE

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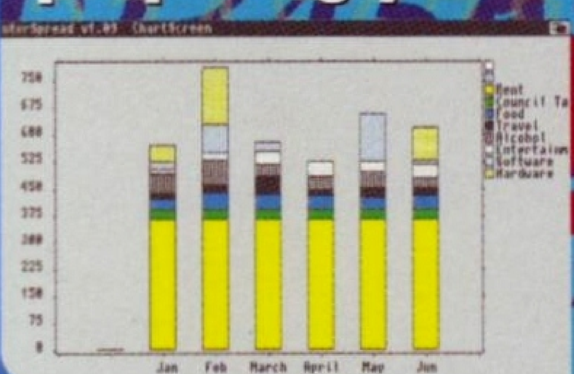
AMIGA FORMAT

ISSUE 60 ■ JUNE 1994 ■ £3.95

FLIP TO THE BACK COVER

AF 60a INTERSPREAD

Get the better of numbers! Whether you're simply trying to balance your pocket money, or preparing your company accounts *InterSpread* will get your figures into perfect shape!



Works with all 1Mb Amigas

AF 60b Demo Maniac

Create your own astounding demos with this excellent package from Black Legend



Works with all 1Mb Amigas

AF 60c DreamWeb

Discover a nightmarish world of violence and intrigue in our exclusive demo of Empire's controversial new adventure



Works with all 1Mb Amigas

Strokes of genius!

Master the art of the Amiga with Personal Paint and Deluxe Paint

COMMODORE SHOCK NEWS!

Full exclusive story inside: turn to page 18

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SO REAL



IT HURTS

nothing matches the anguish...

- MEGA–CD
- MEGA DRIVE
- MASTER SYSTEM
- GAME GEAR
- SUPER NINTENDO
- GAME BOY
- AMIGA
- IBM PC
- CD–ROM



...of a missed penalty in a SHOOT OUT that could take you to the World Cup final. That's the reality of World Cup USA '94 from U.S. Gold.

Serious game play and the only one serious enough to carry the official license.

You get *more* options, *more* CUSTOMISATION, *more* frames of animation and *more* playability than any game ever, plus a few unique SURPRISES guaranteed to keep your opponents guessing.

What we're talking about is a football game that gives you the

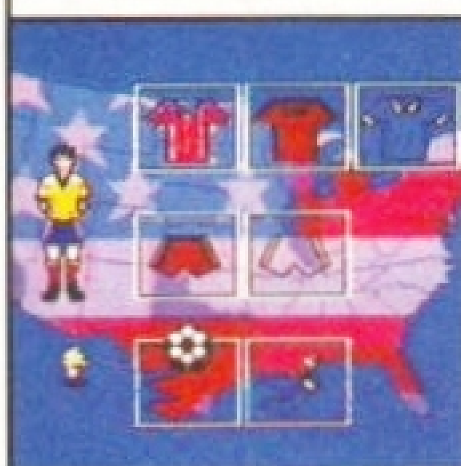
feel, guts, smart thinking and downright inspired moves of real World Class Football.

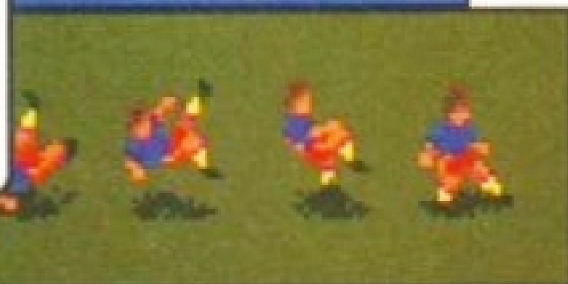
So if you want to play real football, put your brain in gear and get U.S. Gold's World Cup USA '94.



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Official Licensed Product





...this is a game for players.

It's out on *June 3rd* and it's the *only one worth waiting for*

WorldCupUSA94™

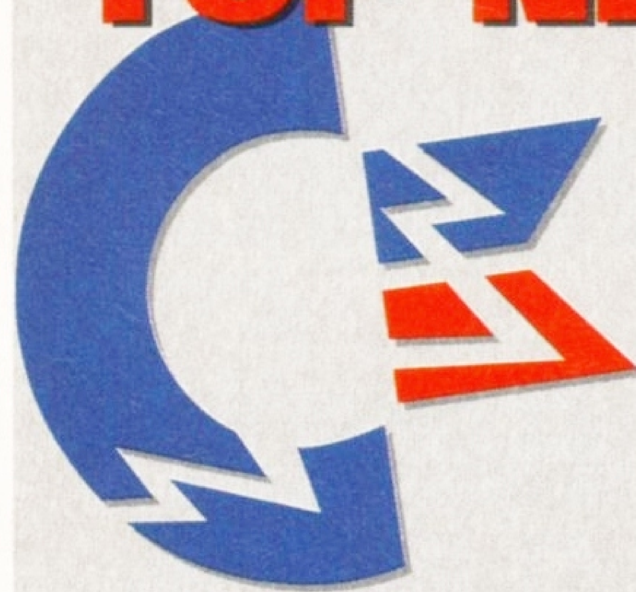
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THIS MONTH IN...
AMIGA FORMAT

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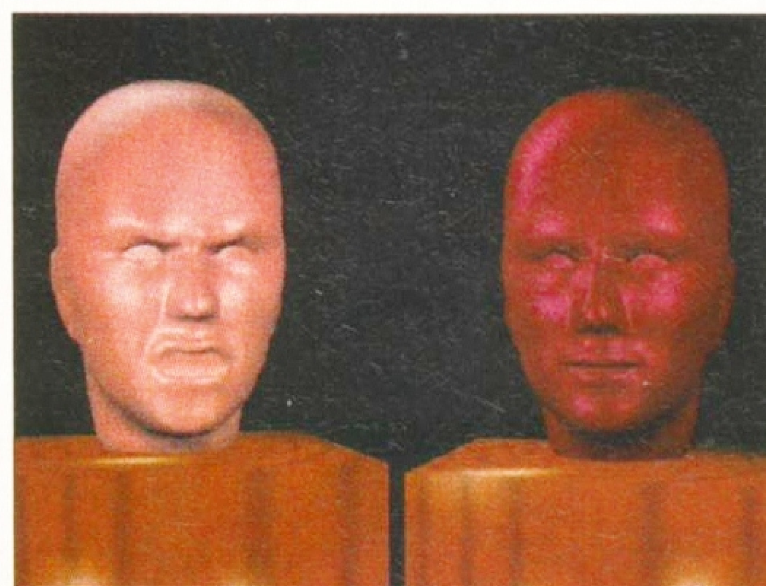
TOP NEWS STORIES



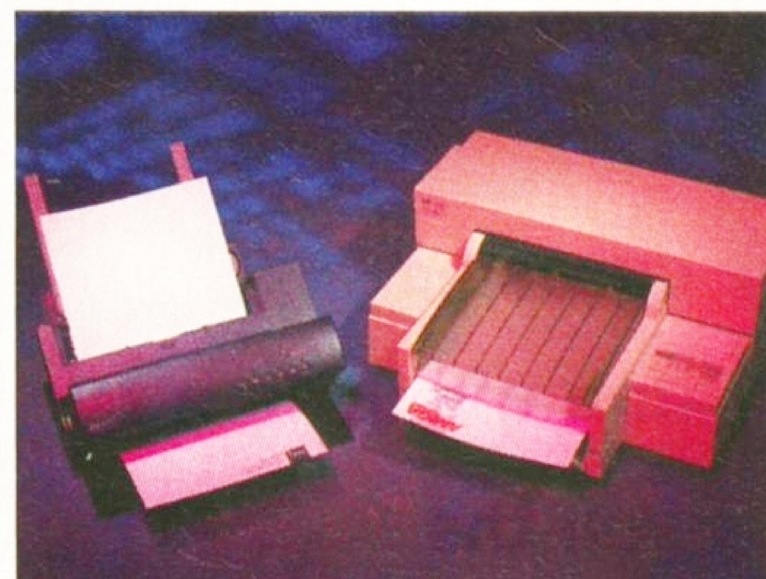
Seriously Amiga

Tutorials

Regulars



Human models with all the curves and crevices to aid your 3D designs. P116



Hewlett Packard offer two new printers for all your Amiga output. P120



It's been a long wait, but the new version of *Music-X* is finally here. P123



Give your senses a good time with the new demos in the Public Domain. P144

Screenplay



MicroProse's futuristic adventure, *UFO: Enemy Unknown* takes you to new heights in space. Page 42



Will *Elfmania* give all its beat-em-up predecessors a good kicking? Find out on... Page 52

AMIGA FORMAT Better by design!

You have just made a great choice! The choice to buy and read *Amiga Format*, the world's foremost magazine for Amiga users. Unlike other Amiga mags, *Amiga Format* isn't written by mere journalists. It's put together by Amiga addicts, Amiga users, Amiga gamers, total Amiga freaks.

Unlike other Amiga magazines, we're the one Commodore choose to include a special edition of with every A1200 sold. And unlike other Amiga mags, we're the one that the computer industry trusts when deciding what to keep stock of in their shops. We're sure you'll agree that we're not like other Amiga mags. Read it and enjoy.





Not one for beginners, the *Syndicate* Missions will keep you killing for months on end. Page 56



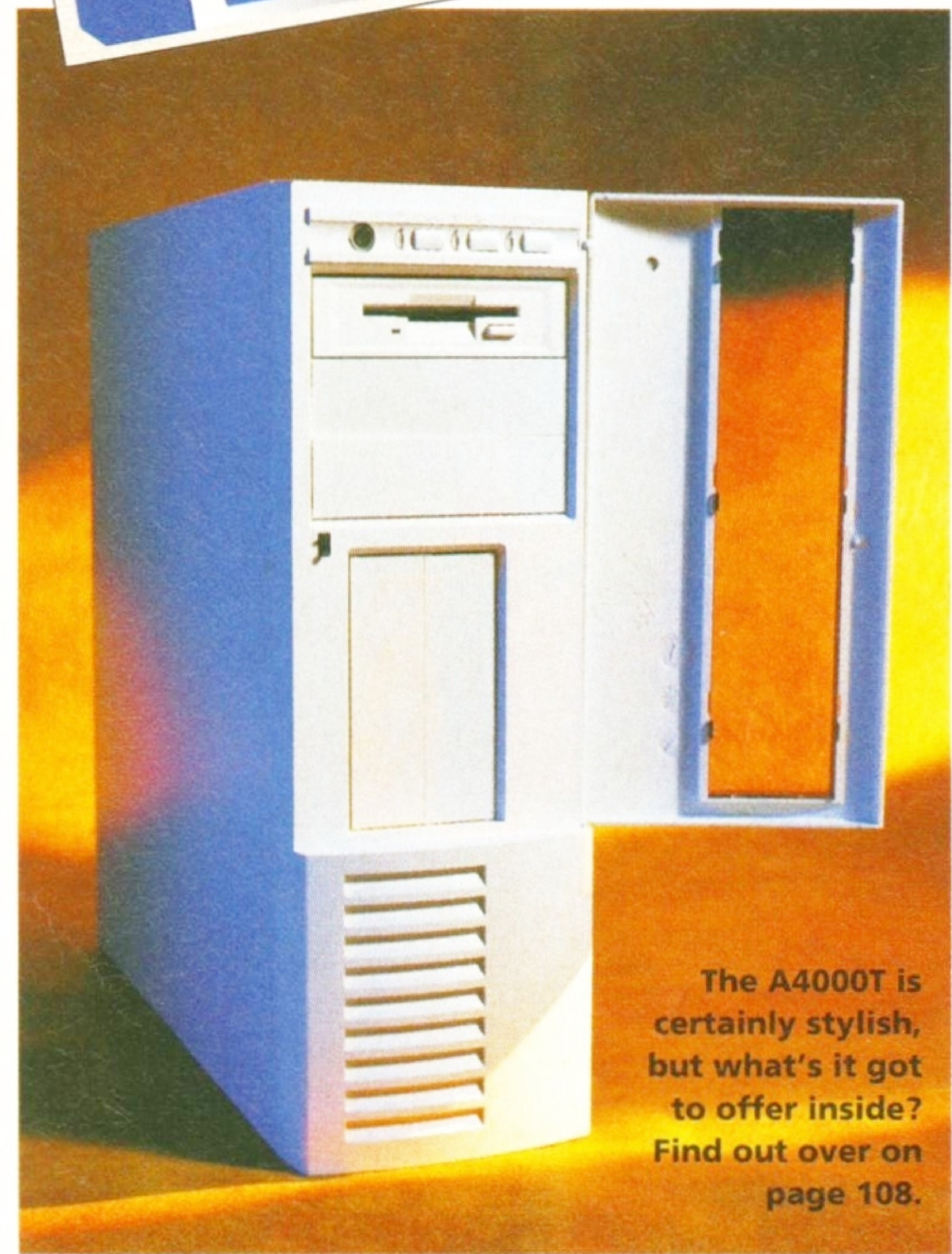
Play the pirate in *Traps 'n' Treasures*, Krisalis' new swashbuckling platformer. Page 84



Strokes of genius!

Page 28

Paint packages made easy: whether *Deluxe Paint* or *Personal Paint* is your favourite program, you need our introductory guide to the art of the Amiga. We explain the jargon and provide you with the inspiration to become a master of on-screen art!

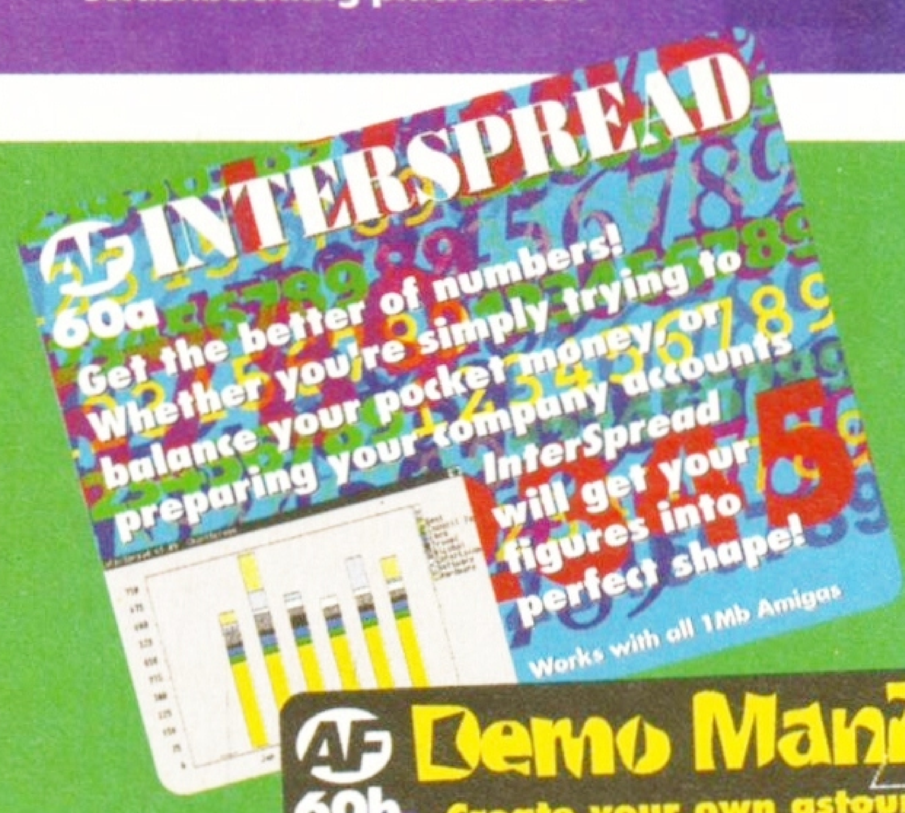


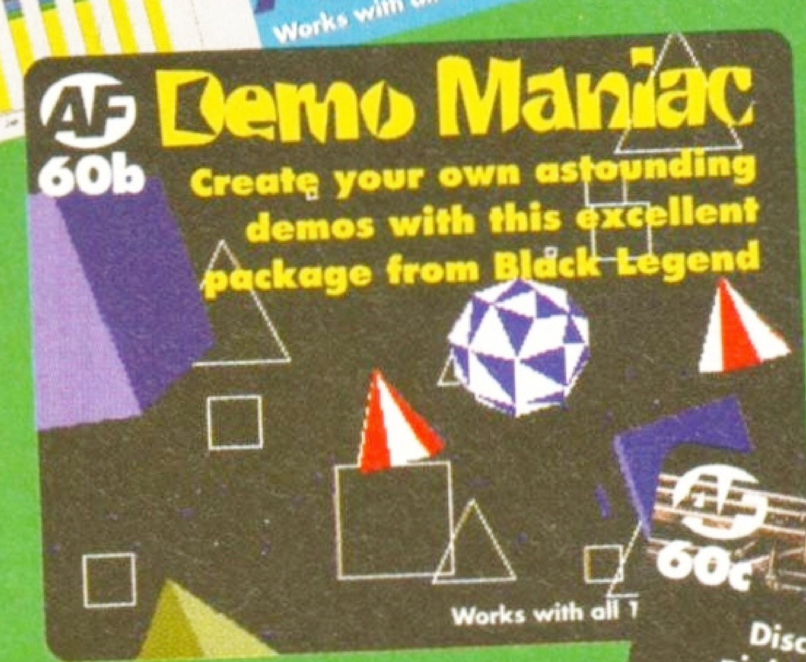
The A4000T is certainly stylish, but what's it got to offer inside? Find out over on page 108.

A4000T

Page 108

Commodore's latest baby is here, and in size, it's more of a monster. But does bigger mean better? We take a thorough tour of this towering new system.







On this month's Coverdisks

SIX PAGES OF COVERDISK INSTRUCTIONS BEGIN ON PAGE PAGE 10

Check out our detailed Coverdisk pages to find out how to use your two brand-new utilities. *InterSpread* is a fully featured spreadsheet which can deal with everything from balancing your pocket money to fiddling the books at giant mega-corps.

Then again, if numbers aren't your thing, why not try creating your own demos with this special version of the soon-to-be-released *Demo Maniac* from Black Legend. On the other hand, if you don't fancy being creative at all, what about some mindless violence in *DreamWeb* – Empire's violent new graphic adventure. After all, it's only a game. Or is it...?



In *DreamWeb*, Ryan is your name and assassination of humans is your game. It's all on Coverdisk 60c.



The Month IN VIEW

Ensconced in *AF*'s hot seat, Steve Jarratt reflects on the theory and practice of chaos in his first month as editor of the best Amiga mag...

Babylon 5 is now showing on a small screen near you; Channel 4 have taken the American science fiction programme on board.

Among the many thousands of bits of paper to hit my desk during the course of this month, one of particular interest was the results of *Amiga Format*'s TGI research.

TGI – otherwise known as the Target Group Index – is market research conducted by, unsurprisingly, the British Market Research Board. This is industry standard market research upon which many top newspapers and magazines (*Amiga Format* included) base their advertising and marketing decisions.

The *AF* results were pretty astonishing so, at the risk of upsetting the competition, I thought I'd share a few nuggets of information with you...

Most of the data is straightforward, such as the fact that 51.1 per cent of *AF*'s readers are in the age group 15-24; 20 per cent are 25-34 and the remaining 28.9 per cent are 35 and above.

However, you might be interested to hear that a vast 39.7 per cent of you bought at least 10 games or utilities on floppy last year – you guys are active Amiga users!

But the more amazing facts are that, of the target group polled, 706,000 said they read *AF* in a specific month. 706,000! That's more than *Q* (660,000), *Vox* (408,000), *GQ* (376,000) or *Select* (a paltry 295,000).

And when the target group was extended to include younger readers in the 11-14 age group, the readership went up to 971,000. Almost one million people said they read, browse or at least glance at *Amiga Format* every issue.

That's one hell of a big fanzine...

Regular AF readers will be familiar with the stunning images generated by Foundation Imaging for the Warner Brothers' TV show *Babylon 5*. Well, there's good news for science fiction addicts (me included) – *Babylon 5* is heading for a small screen near you soon. Channel 4 – the last bastion of innovative television programming – has elected to air the series starting on Monday 16 May. So, by the time you read this, you should have had a couple of episodes under your belt.

Ron Thornton, the man responsible for the special effects, used a network of 20 Newtek Video Toasters plus Screamer add-ons running the *Lightwave* rendering software. *Amiga Format* spoke to Ron back in *AF52* (there are still some copies available, so hit page 148 if you want one) about *Babylon 5* and the Toaster.

The 'star' of the show – the five-mile-long *Babylon 5* spacestation – contains over 200,000 polygons and takes up 30Mb of hard disk space! So, you've seen the stills, now you can check out the full effects for yourself.

The sheer power of the computer networks was demonstrated to me when an image was downloaded purporting to be of Kurt Cobain, ex-lead singer of Nirvana – and now ex-everything. Somehow, someone had managed to get hold of a photo of the guy just hours after he'd, well, completely blown his face off.

This mono scan is a disturbing and frightening image: difficult to look at; hard to ignore. No newspapers have printed it, yet it is now openly available to millions of people, seemingly without censor or discretion. And, ironically, the privacy he sought to find in death has only made him a greater object of curiosity.

Similarly, the rumours surrounding Commodore's apparent demise (for the full story, see page 18) reached us first over the wire – mere hours after the holding and development companies had filed for voluntary liquidation.

The dissemination of information is a good thing, but it has its dangers also. Uncontrolled, it can become as chaotic as the weather: a butterfly flaps its wings in the Amazon Jungle and there's a hurricane in the Far East...

No-one can have any secrets any more; the world is just one big global information village. So you'd better be careful what you type on your Amiga keyboard, eh?

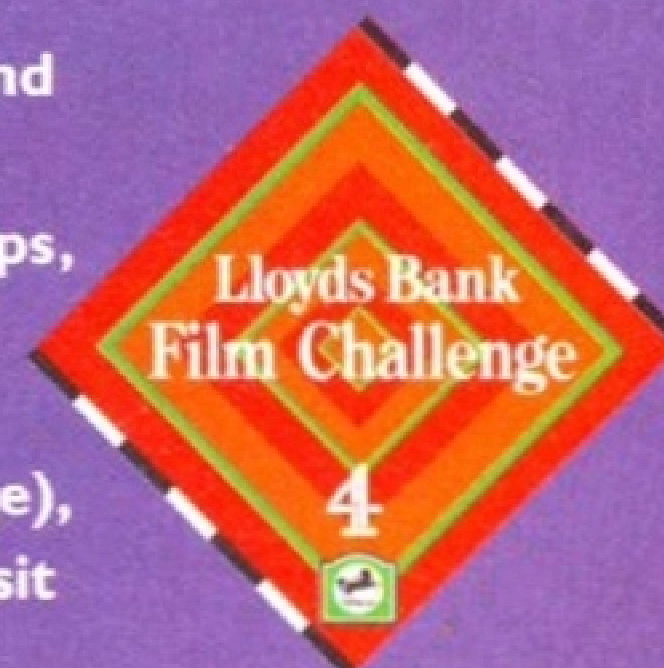
Win this and watch your work go down the tube.

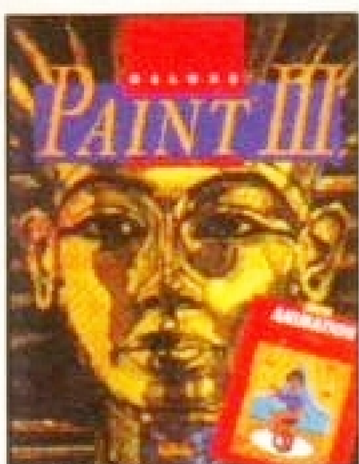




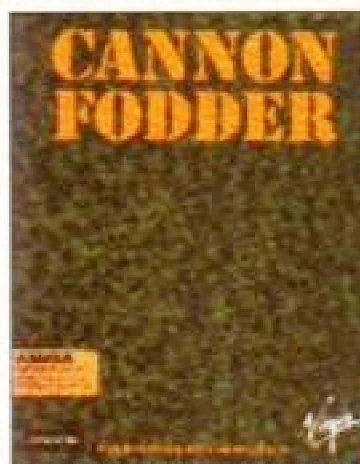


Write a winning script in the Lloyds Bank Film Challenge and you could see your work broadcast on Channel 4.
There will be eight winners from three different age groups, ranging from 10 to 25 years old.
Closing date for entries is 29th July 1994.
For an entry form, phone 0345 224455 (local call charge), write to PO Box 51, St Leonard's-on-Sea, TN38 9TX or visit your local Lloyds Bank branch.

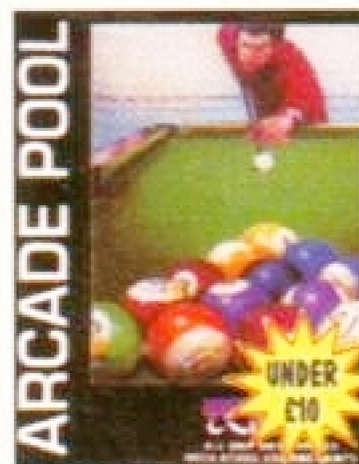




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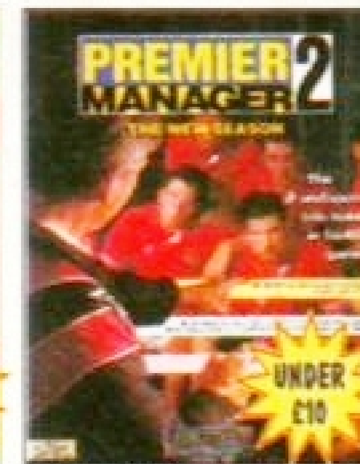
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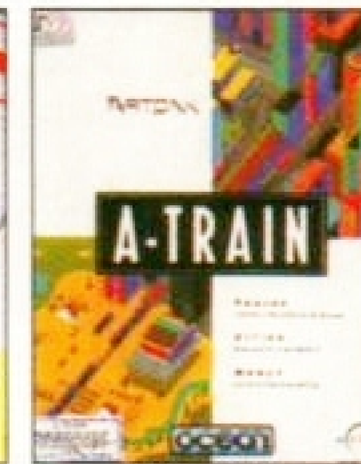
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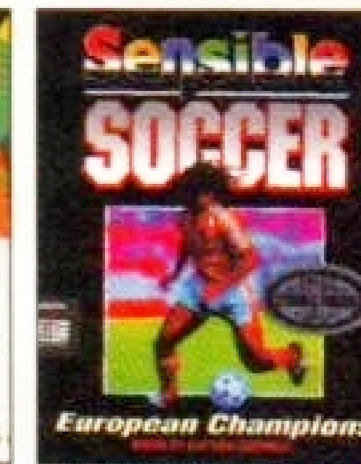
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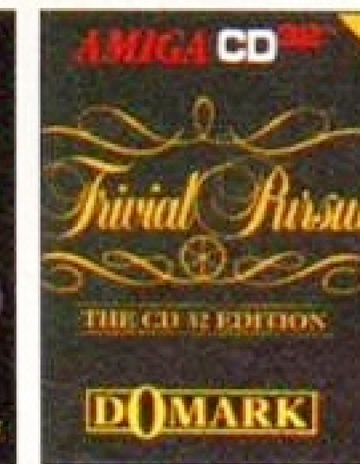
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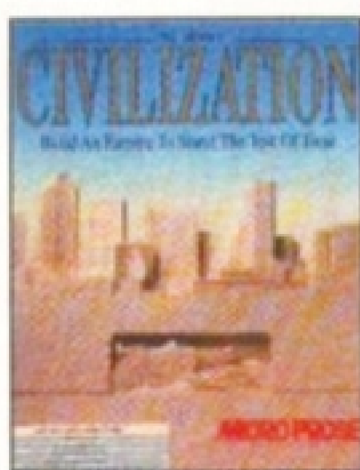
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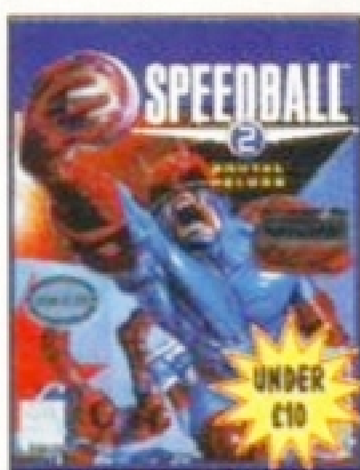
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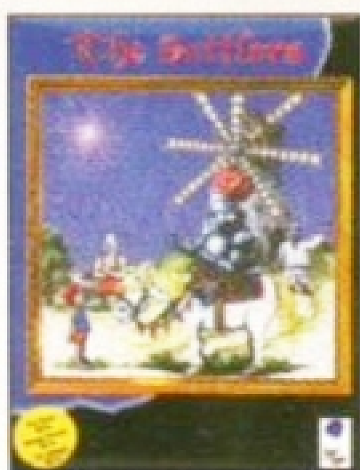
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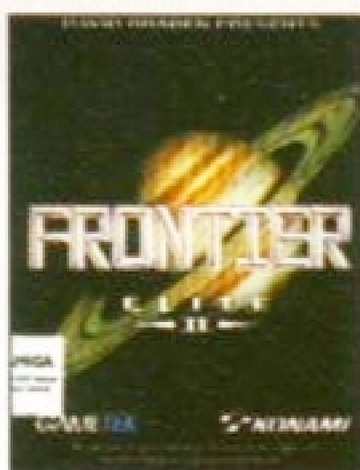
SPACE LEGENDS
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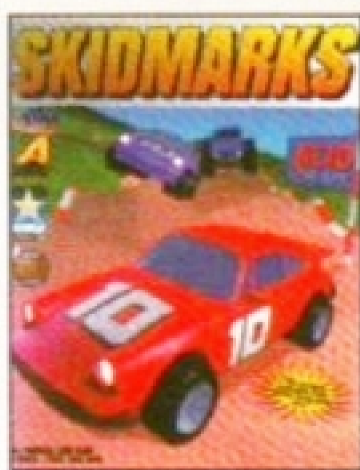
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STEREO SOUND
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BUILT IN INTERNAL HARD DRIVE INTERFACE (IDE)
AND 1 YEAR IN-HOME SERVICE WARRANTY

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WITH LEMMINGS, DELUXE PAINT 3, F1 GRAND PRIX, PUSH OVER AND PUTTY 200.00

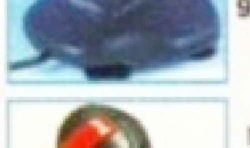
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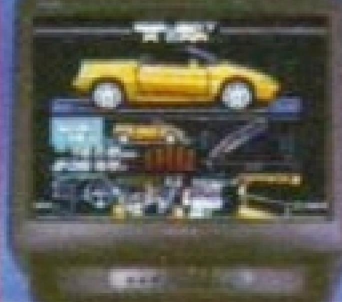
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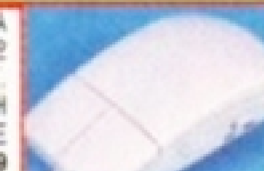
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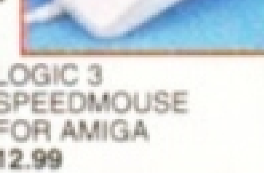
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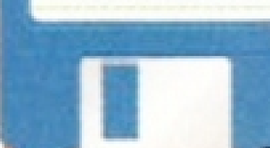
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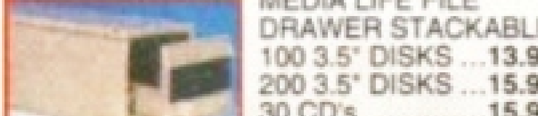
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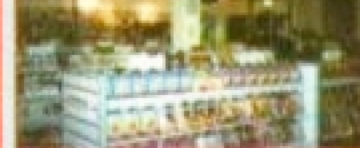
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DREAMWEB

The sleeping state is a twilight world of unrealisable fantasies and terrifying nightmares. Play our exclusive demo and you may never want to sleep again.

There's a delicate balance between good and evil at the heart of the world. And the key to this balance is a curious entity called the DreamWeb, a subconscious stream of thought visited by people in their dreams.

The DreamWeb is controlled by seven nodes, represented by seven earthly people or hosts. These nodes can be randomly good or evil and the actions which the human hosts take have a direct effect on the equilibrium the DreamWeb tries to maintain.

But now it seems that the powers of evil are getting the upper hand, so the keepers of the DreamWeb have decided to bring in some hired help to sort out their potentially civilisation-threatening situation. You are plunged into this delicately balanced scenario to play Ryan, the professional assassin hired by the DreamWeb's keepers to overcome the forces of evil.

Your objective in the full game, published by Empire Software (081-343 7337), is to track down and kill the DreamWeb's seven human hosts. Our exclusive demo places you on the trail of your first victim – a debauched drug-taking, sex-mad rock star. Your mission is clear. You must trap him in his penthouse lair, overcome the bodyguards and 'remove' him from the DreamWeb. Have you got the nerve to complete this chilling adventure?



1 You arrive outside the hotel where your first victim slumbers in his penthouse suite. He has left instructions not to be disturbed and access to his quarters is forbidden. Walk to the hotel doors.



2 Once inside the hotel lobby your first priority is to book a room on the floor directly below your victim's suite. Walk to the receptionist, then talk to her to bring up her dialogue screen.



3 You're now presented with a description of the receptionist. Left-click on her picture in the top right corner to start a conversation. Keep pressing the left mouse button until she offers you a hotel room for 200 credits. Return to the map screen.



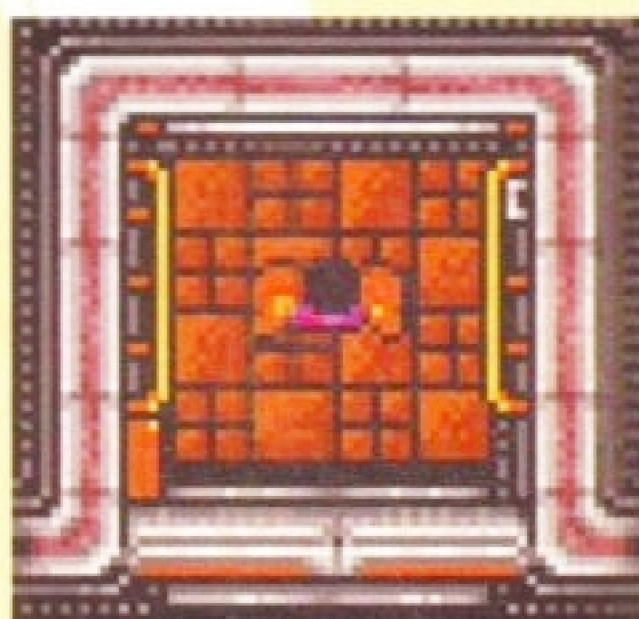
4 Now access Ryan's inventory by opening the box on his coat. Ryan can store up to 30 items. The first level, indicated by a '1' in the top right corner, contains his clothes (trainers, jeans, shirt) as well as important items like his gun and knife. Click on '2' in the top right corner to access the second level of Ryan's inventory. Here you find a wallet. Take it and open it to get a photo, scrap of paper and a cashcard. Move all the items into the main inventory. Click on Exit to return to the map view.



5 To the right of the receptionist, next to the VDU, you find a card scanner. Examine it first, then Use it. Ryan's inventory appears again, so select the cashcard, then Use. You're now back in map view and you should notice a yellow keycard emerging from the machine. Examine, then use, the keycard to place it in your inventory.



6 To the north west of the hotel lobby are doors to the hotel lift. Walk to the lift pad on the right of the lift doors, then examine the lift pad. Use the pad to open the lift doors. Walk to the doorstep and enter the lift.



7 Immediately to your left are the lift controls. Walk to the lift controls, examine them, then use them. Select and use the keycard from Ryan's inventory when it appears. The lift now climbs to the floor below the penthouse suite. You now have to disable the lift so that no-one discovers what you're up to.



8 Examine the lift controls again, then use. Ryan's inventory pops up, so select the knife from level one. Use the knife. The panel on the front of the lift controls falls open revealing a green wire.

Repeat the knife-wielding process above to cut the wire. The lift is now disabled. Walk to doorstep to enter hotel corridor.

DOWN AT THE END OF LONELY STREET

Confused? You needn't be. Finding your way around *DreamWeb* is simplicity itself. Here's our guide:

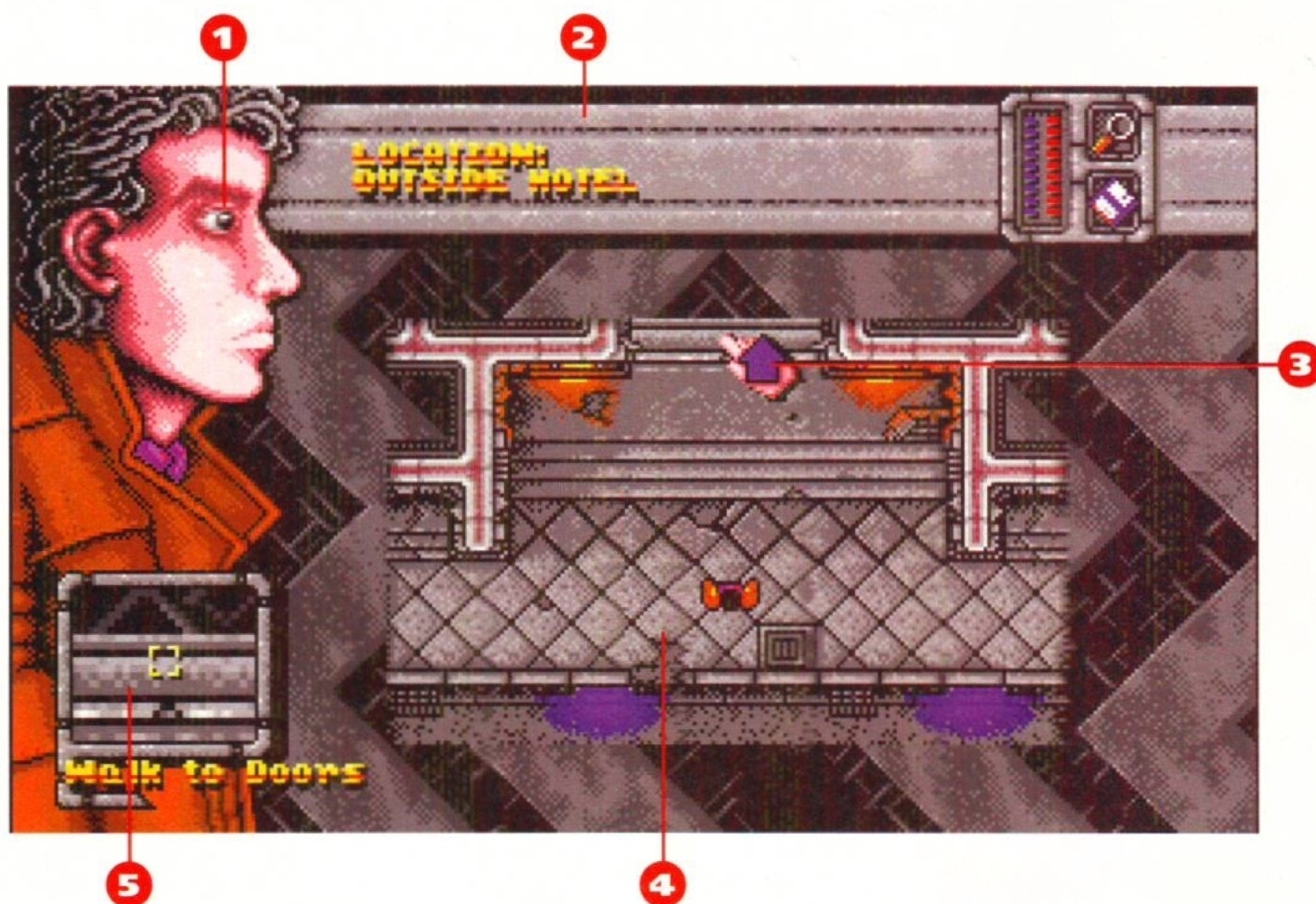
1. LOOK AROUND
Left-click on Ryan's eyes to get a description of your current surroundings. You can also find a pair of sunglasses in Ryan's inventory if you fancy wearing them.

2. STATUS BAR
The status bar gives you general information about your present location and energy levels – indicated by the blue and red vertical lines. The magnifying glass is the Zoom Control which toggles the close-up view in the bottom left corner on and off.

3. THE HAND CURSOR
Unusually for a graphic adventure, *DreamWeb* enables you to examine or use pretty much all the objects on-screen. To do this simply move the cursor over the object you want to examine and click the left mouse button. When you're in Ryan's inventory or in an object's dialogue box, left-clicking the mouse button usually selects or moves and object; right-clicking gives you a description. To leave a particular location in map view move the hand cursor to the exit and when a blue arrow appears (as shown here) press the left-mouse button.

4. MAP VIEW
This is where all the action takes place. *DreamWeb*'s unusual top-down perspective enables you to get a good overall view of all the objects and people in a particular location.

5. ZOOM BOX/INVENTORY
The box superimposed on Ryan's coat has a dual function. When you're wandering around the map screen, it gives a close-up view of the area the hand cursor is over. Underneath the Zoom Box/Inventory is a one-line description of the object immediately underneath the hand cursor.

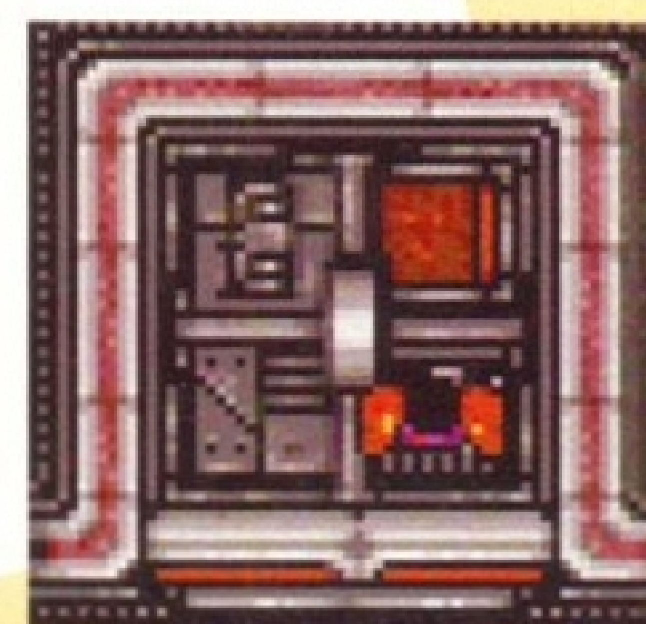




9 Walk left, then down to the firepoint located at the end of the corridor. Examine the firepoint, open the firepoint and take the axe then place it in your inventory. Head up and east along to corridor, then re-enter the lift.



10 At the back of the lift on the right wall is a handle which you should examine. Use the handle to climb out of the hatch and then on to the lift roof.



11 Examine the lift doors. Use them to get your inventory and select the axe. Use the axe to open the doors. You're now in the penthouse suite. There are two bodyguards, one with a gun, the other by the pool. Quickly attack the guy by the pool with the axe, then pull your gun on the second. To discover more you'll need a copy of the full game...



DEMO MANIAC

Richard Baguley shows you how to get the most out of your fantastic *Demo Maniac* Coverdisk.

BEFORE YOU START

You can't save your demos as a standalone executable file with this demo version of *Demo Maniac* (Black Legend: 0727 868005), although you can save the scripts you create. This means that you can't create a standalone disk with this version of the program.

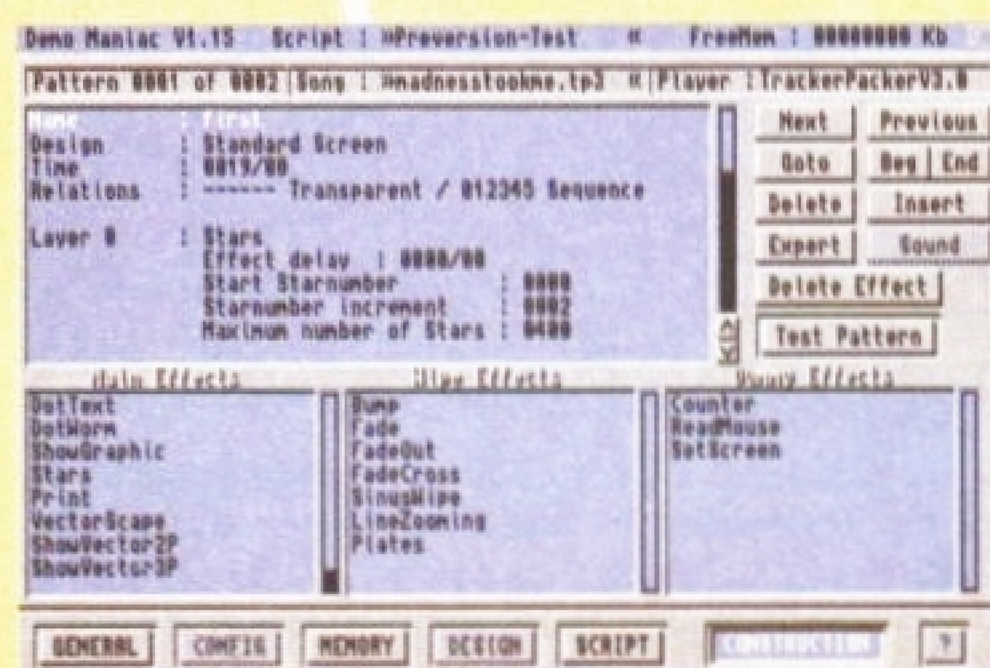
Have you ever watched demos like *Jesus On E's* or *State Of The Art* and wished you could do that? Well if you have, *Demo Maniac* is for you. Our Coverdisk version enables you to create stunning demos without having to get involved with any of that messy programming business. All you have to do is to be able to use a mouse.

The demos created by *Demo Maniac* are controlled by scripts which play one of a number of patterns. Three examples of the scripts are included on the Coverdisk. and you can learn an awful lot about the program by loading them up and taking a good look at them.

But the best way to learn how *Demo Maniac* works is to build your own demo, and that's exactly what we are going to do.

1 Start *Demo Maniac* by rebooting the machine with the disk in the drive. Click on the Memory button and click on Block 0000. Select Load File to load a data file into memory. This can be a text file, a vector object or an IFF image which can be used by one of the effects.

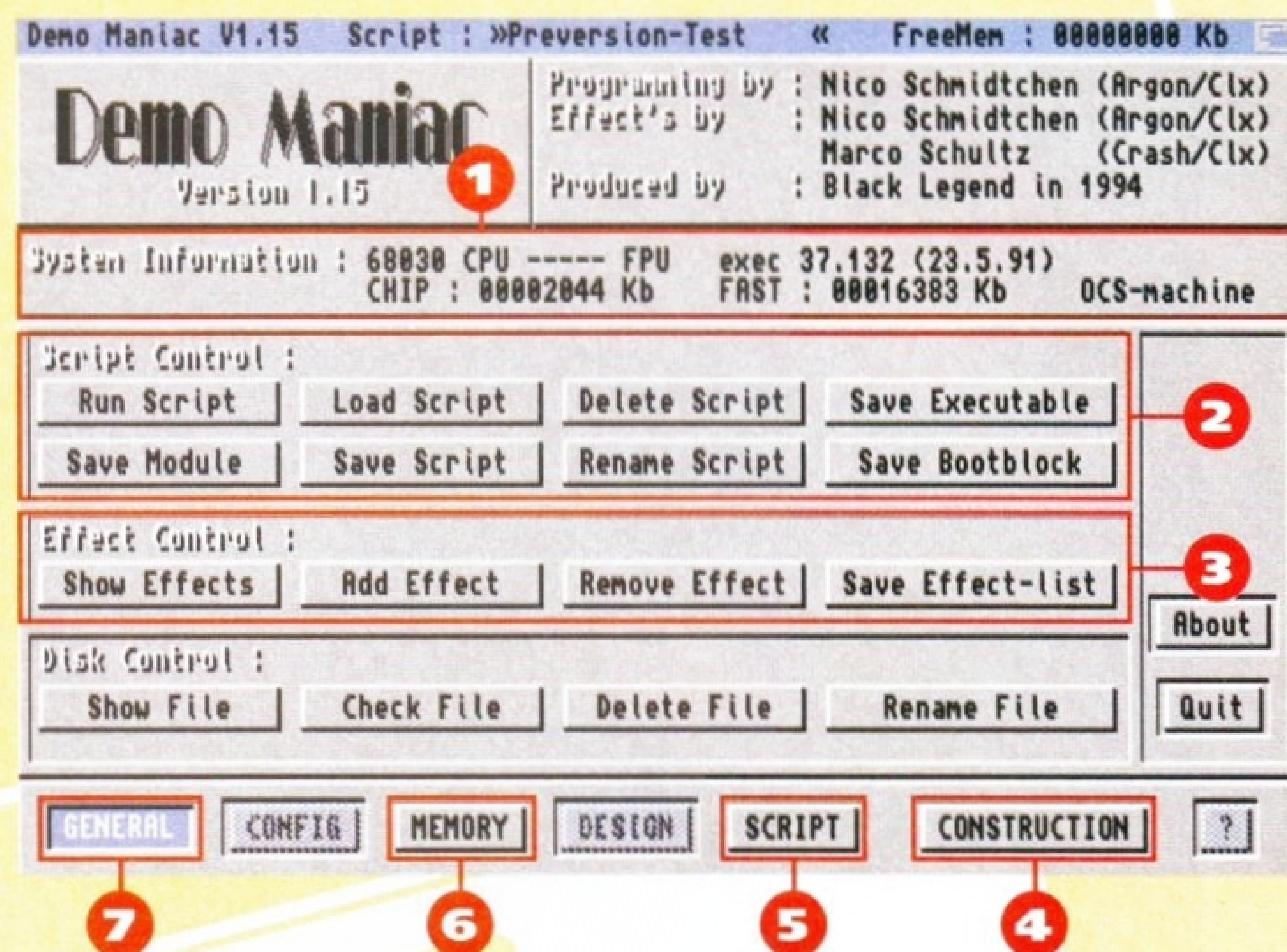
For this demo, we need three files – AF.TXT, DemoManaic.txt and sphere1.dat. The first two are in the default directory, the last is in in the Vectorstuff directory. Load each of these by clicking on it in the filelist, clicking on OK and then selecting the next empty block to load a file.



Effects can easily be combined in *Demo Maniac*, but try not to use too many bitplanes.

HOW TO FIND YOUR WAY AROUND

It's fairly straightforward finding your way around the main *Demo Maniac* screen, but to make your life even easier, here's what all the buttons do.



1 This section gives you various information about your machine, including how much free memory is available.

2 These buttons allow you to load and save scripts, although the Save Executable and Save Bootblock buttons are disabled on the Coverdisk demo version.

3 These buttons carry out various commands to do with effects, such as showing you which ones are used in your demo.

4 Takes you to the Construction screen, where you can put together all of the effects to form patterns.

5 The Script screen is where you put together the patterns to form your demo.

6 Takes you to the Memory screen, where you load images and text into memory

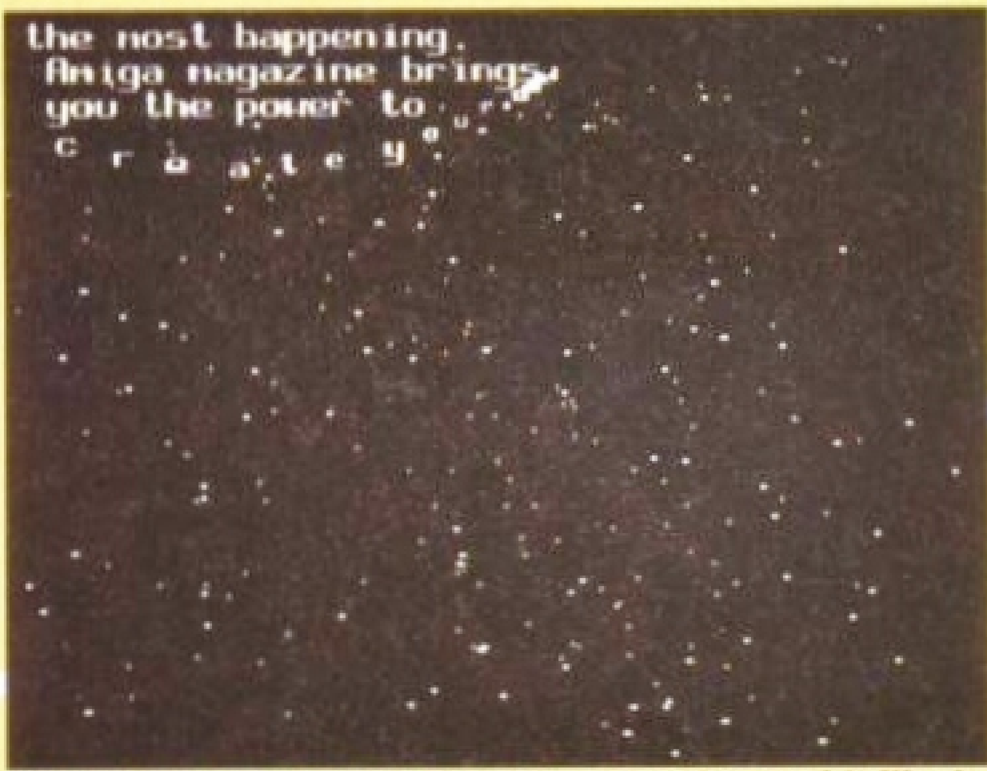
7 Takes you back to this screen.

2 Now we can start building our example demo. First of all click on the Construction button to take you into the Pattern screen. This is where you can set up the effects, and determine their relationship to each other.

Click where it says Unnamed, and then change the name of the pattern to First. Any self-respecting demo needs groovy music, and to create this click on Player (in the top right corner) and select TrackerPackerV3.0, click on Song and select Madnesstookme.tp3 from the list. We now have a backing track.

To add some effects, click on Layer 0, and select Stars from the list of main effects. This gives us a nice starfield backdrop. Scroll down to Layer 1, click on it and select DotText from the list. This puts the DotText effect into the second layer of the demo. The demo needs to know what text to display, so to enter the text, click on Actual Textpage and select Amiga Format.

3 Click on Test Pattern to see your demo in action. If you have followed all the above stages correctly, you should see the starfield background



Your demo should look like this... Or at least a bit like it. Perhaps a bit more animated than this.

and the text swooshing on to the screen. Congratulations! You have just created your first pattern. (Looks good doesn't it?)

4 Let's add something a little more complex. We are now going to add a wipe so we can move on to another pattern. Select Level 3 and add a Sinuswipe from the Wipe Effects menu.

Change the effects delay to 15 and the speed of move to 7. This means that the wipe will not start until 15 seconds after the start of the pattern. Now move to the top of the list of effects and alter the time to 22 seconds, so the pattern will finish after 22 seconds.

5 Click on the Next button to create a new pattern. Call it Second. For this one, let's have a vector object moving around the screen, so select layer 0 and add a ShowVector3P Effect.

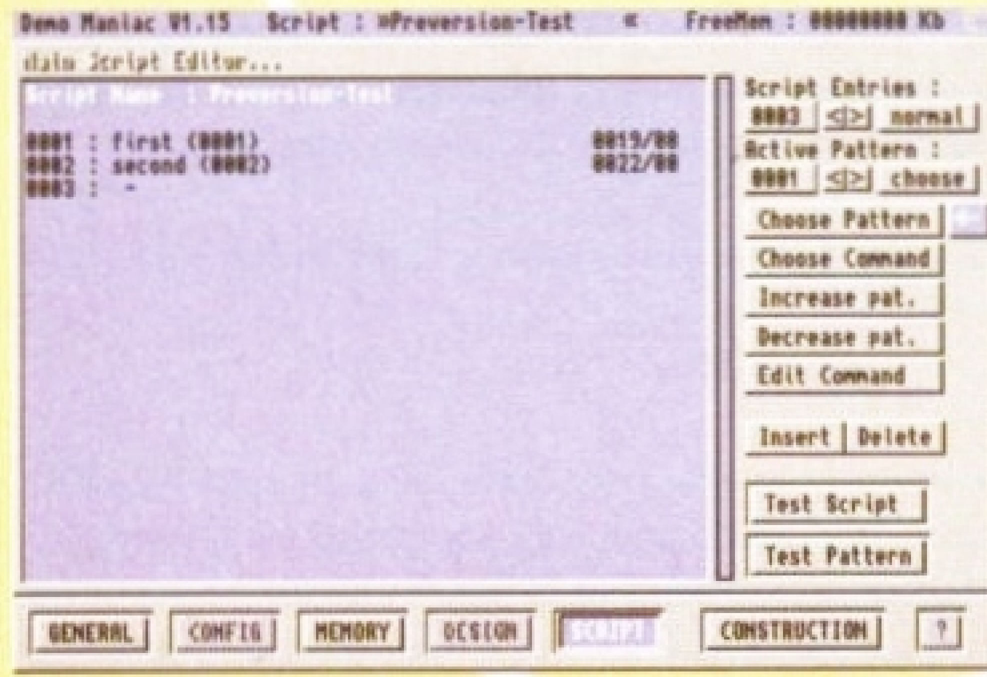
Select the Sphere1 object as the Vector Object. Put the DotText effect in Level 1, but this time use the Demomaniac text instead of the Amiga Format text we used earlier. Set the time for this pattern to infinite.

6 Click on the script button to take you to the script scene. This is where you determine in what sequence the patterns are played. Click where it says 0001 and select the first pattern.

Click on the right arrow below Script Entries and put the second pattern into the second position. If you now click on Test Script, you should see the first effect (the text over the starfield) followed by the second (text over a vector sphere).

You have now created a very basic demo. From this, you can experiment by altering the settings of the effects, adding new effects, or changing the layers. Even with this demo version there are many combinations of effects, all of which are different. Don't be afraid to explore.

● For more details about the full version of *Demo Maniac*, contact Black Legend on 0727 868005.



The Script Screen is where you combine the various patterns to form your demo.

EFFECTING YOUR DEMOS

The effects which are included with this demo version of *Demo Maniac* are :

DOTTEXT
Scrolls your text on to the screen in a variety of ways. Parameters such as the angle and speed of the scroll can be altered.

SHOWGRAPHIC
Shows any IFF file, although you should be careful to limit the number of bitplanes (the number of colours) the image contains.

STARS
Creates a *Star Trek*-style starfield backdrop. The speed and number of stars can be varied.

PRINT
Shows a text file in a specified font.

VECTORSCOPE
Flies you around a 3D landscape filled with spheres, cubes and cones

SHOWVECTOR2P
Animates a vector object using two bitplanes (four colours).

SHOW VECTOR3P
Animates in three bitplanes (eight colours).

SHOWVECTOR4P
Animates a vector object using (surprise, surprise) four bitplanes (16 colours).

Also included are the following Wipe effects, which you can use to wipe between the various effects or patterns.

BUMP
Drops the image from the top of the screen with a nice bouncing effect.

FADE
Fades the chosen effect in from black.

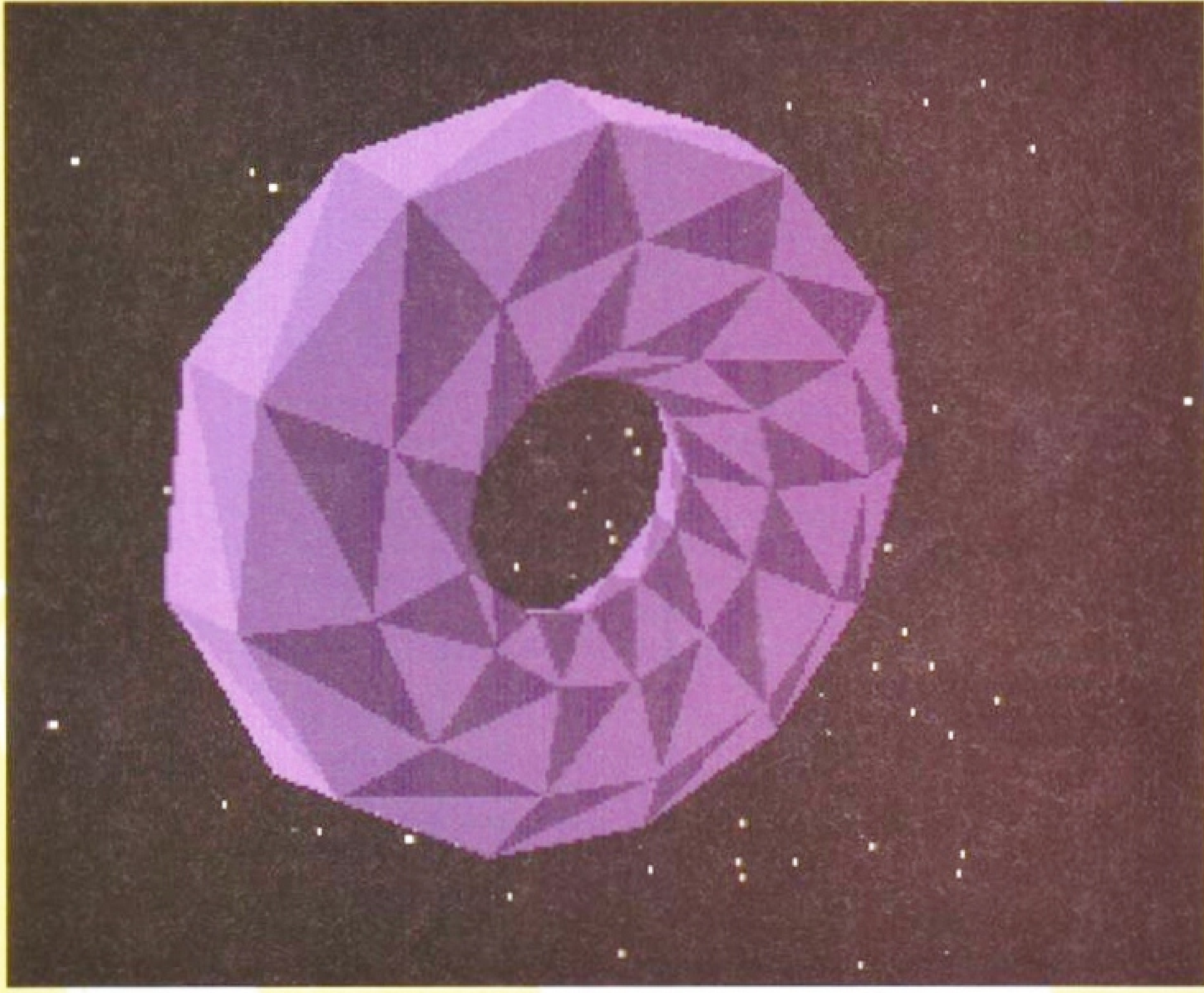
FADE OUT
Fades the pattern out over a specified time or number of frames.

FADECROSS
Fades the effect or pattern across the screen. The speed of the fade can be altered.

SINUSWIPE
Nothing to do with noses, but will wipe the screen to white with a sine wave effect.

LINEZOOMING
Fills the screen with squares and triangles which expand and then disappear.

PLATES
Blanks the screen with a white plane which gradually fills the screen. The position, speed and delay of the Plates effect can be altered.



Several vector objects are included on the Coverdisk demo, including this colourful Torus.

RUNNING DEMO MANIAC ON AN A500

Although *Demo Maniac* automatically detects what sort of machine you are using, some of the scripts included on the Coverdisk won't run correctly on an A500 or A3000. This is because they try to grab more bitplanes than it is possible to display at once on these machines, which causes the program to hang. To test the scripts to see if they will run on your A500 or A3000, go into the Construction screen and click on the Test Pattern button. If the effect is OK, it will be displayed on your screen. If there are too many bitplanes, an error message will pop up. If this happens you can reduce the number of bitplanes that each of the effects uses by replacing ShowVector 3P with ShowVector 2P, or delete one of the effects using the Delete Effects button.



INTERSPREAD

Take all the nonsense out of number crunching by getting to grips with the *InterSpread* Coverdisk.

Cell: H6 | M: Ready
Input: =INT(RAND*1000) | I: Ready

	A	B	C	D	E	F	G	H
1		Jan	Feb	Mar	Apr	May	Jun	Jul
2	John	985	332	908	651	204	54	13
3	Freda	55	996	529	843	301	917	643
4	Eric	209	74	534	774	982	675	380
5	Dave	663	275	995	699	70	876	942
6	Sam	893	798	18	841	262	432	215
7								
8	Total	2805	41727	43807	44625	48011	45972	48879

The completed worksheet can be constructed in minutes! The selection here will be fed to the graphics routines.

The *InterSpread* spreadsheet is potentially one of the most powerful applications you can get to work with figures. The only problem is that *InterSpread*, like all spreadsheets, has to be programmed.

This may seem scandalous, but it's what makes them such powerful and flexible tools. *InterSpread* looks basic, but don't be put off by that: beneath the facade it's a very fast and capable spreadsheet that will satisfy some very demanding applications.

There simply isn't the room to give *InterSpread* a full workout here, but if you are a first time user we'll get you started on the road to discovering the wonders of spreadsheets. Experienced spreadsheet users can dive straight in with the abridged Function Reference Table (opposite page, right).

The work area of any spreadsheet is an invisible grid made from columns marked with letters, and rows marked with numbers. The intersection of a single column and row is called a cell and is a pigeon hole for text, numbers, formulae or even macro functions.

The column/row intersection of any cell determines its cell reference given as A1, B6, and so on. In large worksheets, the column prefixes can go into double or even triple characters but it's highly unlikely anyone would ever need to go to such lengths. If you find the idea of an invisible grid difficult to imagine, select I/O->Screen->Grid from the menu and *InterSpread* will make one.

Now try clicking around inside the gridded area. You will see each cell light up as it is selected. The cell reference at the top-right of the screen changes to show where this cell cursor is: it does not have to be visible.

If you hold down the left mouse button over a cell and move the pointer around, your program highlights a rectangular group of cells. This is called a cell range and is one of the most important concepts to grasp early on.

A range is always described in cell references from top left to the bottom righthand corner. Some functions may require this as an argument. A complete row or column can be similarly selected by clicking on the outer title bars.

Now let's enter a simple spreadsheet for some bogus sales people and draw a chart. Move the cell cursor to A1: that's the home cell near the top left of the worksheet. From the menu, select Sheet->RETURN/ENTER->Cell right. That will make entry easier. Now enter the following:

```
Jan<Return>Feb<Return>Mar<Return>Apr
```

until you have at least the first seven month names (three letters apiece) entered in row A.

Select Sheet->RETURN/ENTER->Cell down and move the cell cursor to A1. This already contains Jan, but we need to enter another column of headings here: so select Functions->Insert Column/Row->Insert columns....

InterSpread will prompt you for how many columns to insert, just press Enter to get the default of one. Notice how the horizontal column headings for the months are shifted one place right. Use the cursor down key (or click) to move the cell cursor to A2. Now enter the following names in the cells A2 to A6: John, Freda, Eric, Dave and Sam. In A7 enter \- (to fill the cell) and in A8, Sales.

Now let's put in some fictitious values. Spreadsheets use an extended form of calculator mathematics, so the formula we'll use here is:

```
=INT(RAND*1000)
```

The equals sign tells *InterSpread* to expect an internal formula or function. Notice how your text entries are automatically contained in quotes.

The INT part of the formula we entered computes the integer value of the function enclosed in parentheses. We could use a cell reference here, but to avoid overcomplicating the issue we'll use a simple calculation instead.

RAND*1000 tells *InterSpread* to return a random value between 0 and 1 and multiply it by 1000. This formula, in effect, returns a random value between 0 and 1000.

The next job is to get that formula into all the cells for the bogus sales people in B2 – H6. You could type the formula again and again and again, but here's a much faster method.

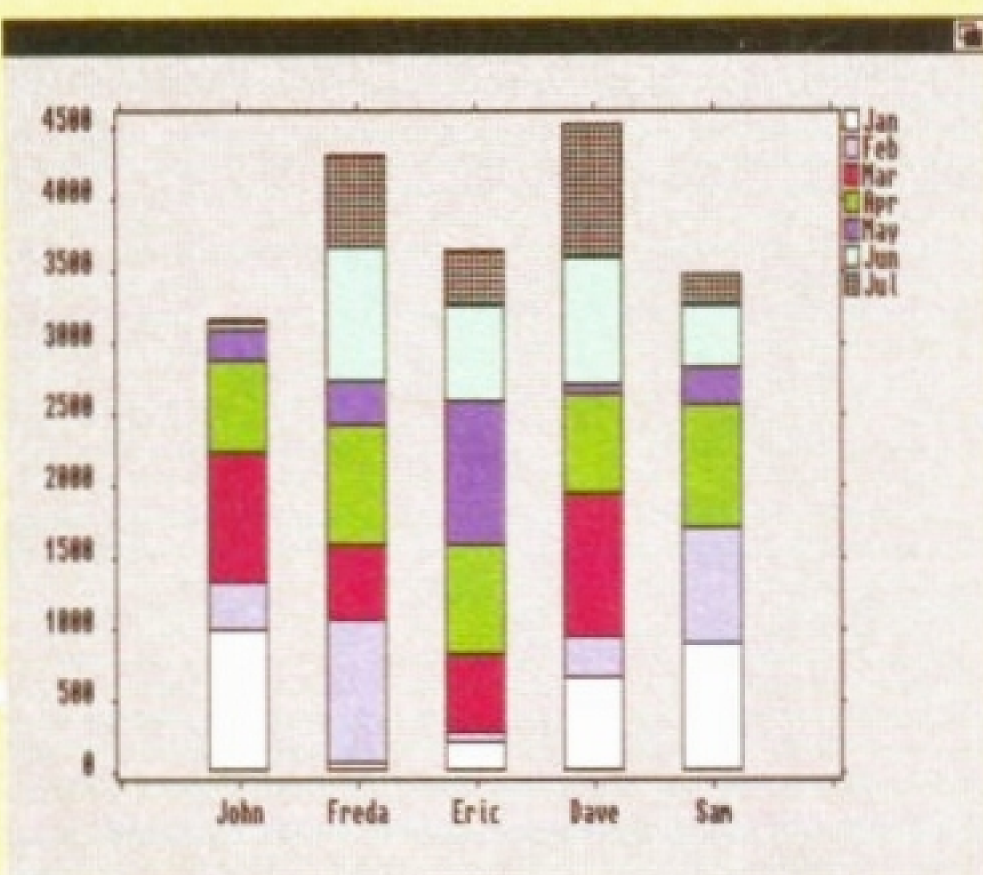
1) Enter the formula =INT(RAND*1000) in B2.
2) Highlight the area from B2 to B6 by holding the left mouse button and dragging down the pointer.
3) Now select Functions->Fill Down and the formula is copied to the remainder of the column.
4) Select B2 to H7 and select Functions->Fill Right, and like magic, the formula (plus the dividing line) is copied into the whole range.

Now we'll total the columns. Click in B8. Enter:

```
=(B2+B3+B4+B5+B6)
```

It works, but it's a bit laborious, so select the B8 again and click the scissors gadget (top, left) to remove it. *InterSpread* has a function to total an entire column or row in a single go. Enter this:

```
=SUM(B2:B6)
```



There, that was painless wasn't it? Simple graphics show just how easy *InterSpread* is to use.

That's much better – note the colon command is used to separate the two cell references. As a finale, click B8, drag a selection to H8 and select Functions->Fill Right. You've already seen this function in action, but this time click on F8 and look at the formula – it reads:

```
=SUM(F2:F6)
```

because *InterSpread* has corrected the cell references for you in one fell swoop. Press F5 a few times and you will see the whole worksheet recalculate with new values being generated by the random function all over the place.

Finally, let's get some graphics.

1) **Select the area from B2...H6**
2) **Select Chart->Chart type->Stack bar and *InterSpread* creates a graphical representation of the data you've just entered.**

It looks very impressive until you realise that the chart labels are all wrong. *InterSpread* does not automatically parse the chart labels from the row and column surrounding the selection. By default, the labels are taken from the top row and extreme lefthand column. Let's correct that:

1) **Click in the chart screen to make it active.**
2) **Select Main->Specify for the specify request.**
3) **Mid-way down the request is the Legend button selected as B and the Labels button showing 2. This shows the row and column that the labels and legend are being parsed from. Click on the B and enter A instead; similarly, replace the 2 with a 1.**
4) **Click Accept and you will see that the chart finally makes some sort of sense.**
5) **If you want to show the data with the names on the X-Axis, just bring up the Specify request again and click the Read Horizontal button.**

FUNCTION REFERENCE

NAME	FUNCTION
ABS(x)	The absolute value of X.
ACOS(x)	Arc cosine of X in radians.
ASIN(x)	Arc sine of X in radians.
ATAN(x)	Arc tangent of X in radians.
AVG(x:y:z:...)	Computes the mean from a list of values.
CHOSE(X:a:b:c:...)	Returns value point to by X from a list. Note spelling.
COS(x)	Cosine of X radians.
DATE(year:month:day)	Computes the number of days from a numerical date.
DEG(X)	Converts X radians into degrees.
EXP(X)	Raises e (exponential) to X.
FALSE	Always returns 0.
FK(principal:rate:time)	Investments Returns the value of Principal after invested for Time years at Rate interest. Note: 15% =0.15.
FRAC(X)	Returns the fractional part of a number.
FV(payment:rate:X)	Future value of investment after X payment periods.

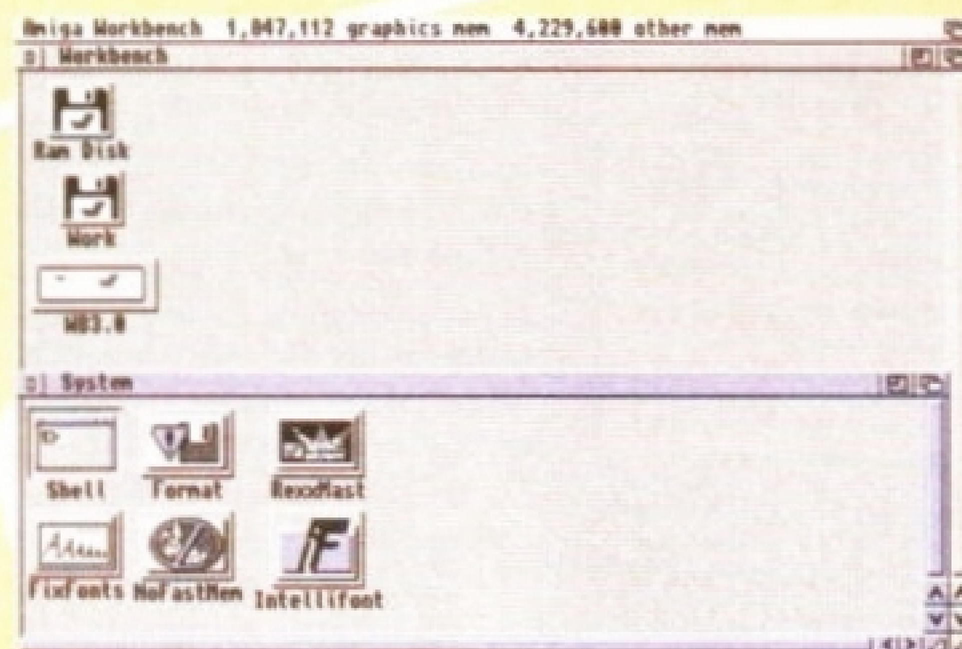
NAME	FUNCTION
IF(test:true:false)	Tests a condition and returns the true or false value.
INT(x)	Rounds down to the nearest integer.
LN(x)	Natural log of X.
LOG(X)	Decimal logarithm of X
MAX(a:b:c:...)	Returns the largest number in the list.
MIN(a:b:c:...)	Returns the smallest number in the list.
MUL(ref:ref)	Multiplies a rectangular block of cells
N!(x)	Calculates factorial X.
PI	Returns the constant Pi.
RAD(X)	Returns X degrees in radians.
RAND	Inserts a random number from 0 to1.
REF(sheetname:ref)	Fetches values from another open sheet.
SIN(X)	Sine of X radians.
SQR(X)	Square root of X.
STD(a:b:c:...)	Standard deviation from a list of values.
SUM(ref1:ref2)	Totals a group of cells.
TAN(X)	Tangent of X radians
TRUE	Always returns 1.
VAR(a:b:c:...)	Returns statistical variance of (a:b:c) from a list.

BACKING UP YOUR DISK

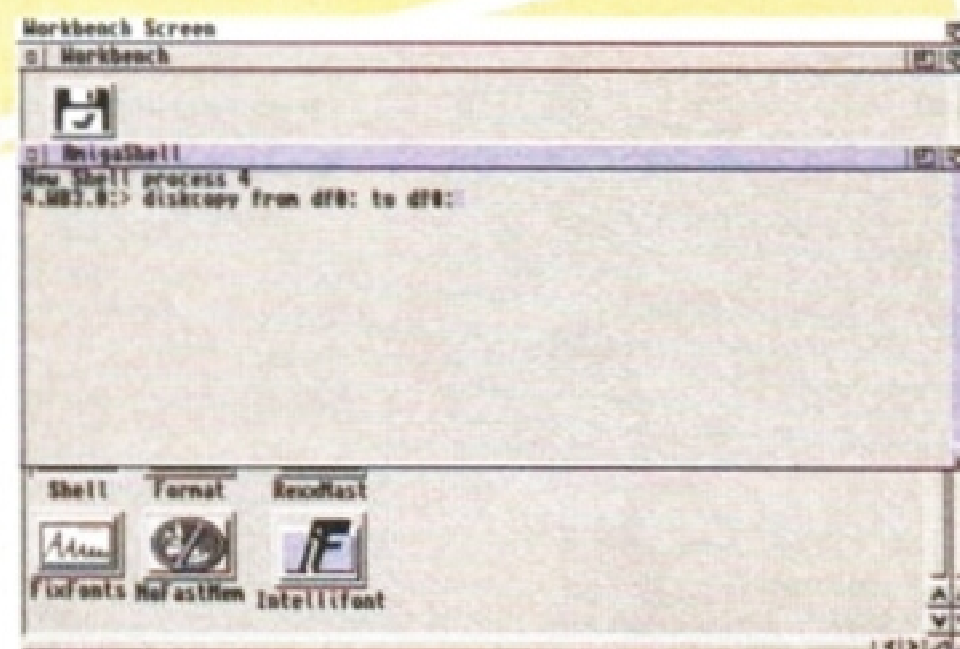
Copying your Coverdisk is simple. Just follow this easy process...

DISK NOT WORKING

We give birth to a truck load of disks every month, so you can imagine a few will turn out bad. Sad, but true. So if you are the unfortunate parent of a problem disk, send it back, including an SAE for a free replacement to:
Amiga Format June Disk, Discopy Labs Ltd
PO Box 21, Daventry, NN11 5BU

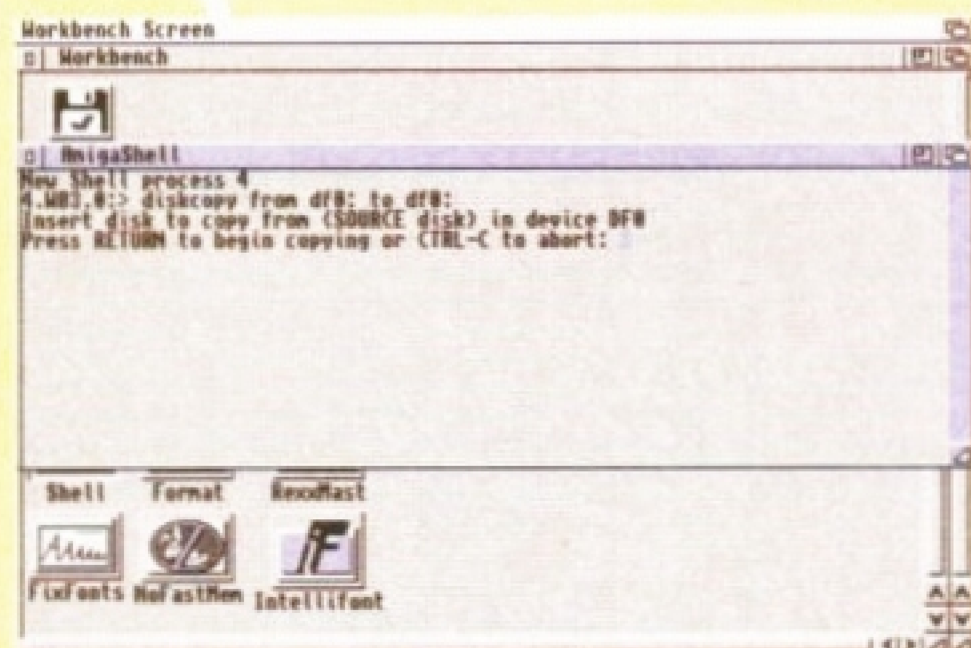


1 Boot up with your Workbench disk, and find the icon called Shell, which should be in your system drawer. Double-click on this to go into the Shell itself.

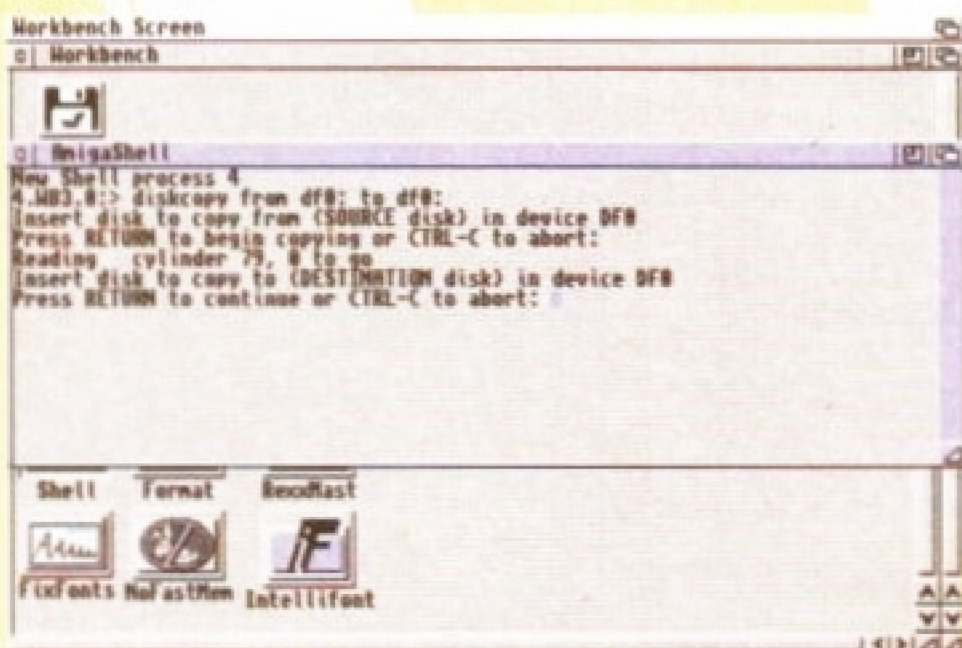


2 Type in the following line exactly as it appears here, taking care to put the spaces in the correct places:

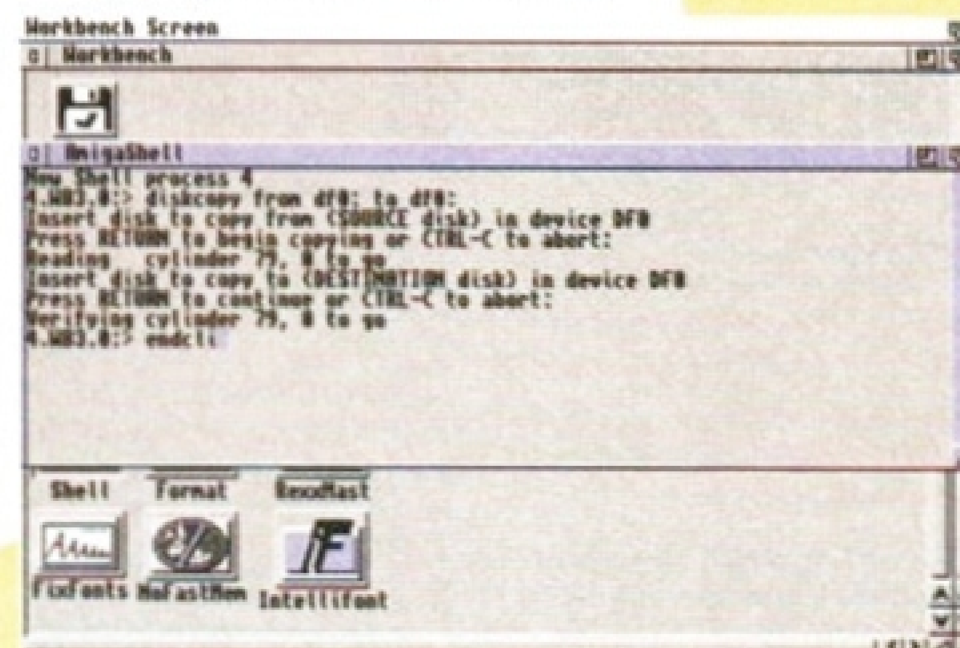
```
DISKCOPY FROM DF0: TO DF0:
```



3 When you are asked for the source disk, insert the Coverdisk and press Return. All of the information on this disk will then be copied from the disk into memory.



4 Once it has read the info, it will ask for the destination disk. Insert the disk you want to copy to and press Return. All information on this disk will be destroyed.



5 On an unexpanded machine, the Amiga may ask for the source disk again, as it copies in chunks. Finally, type Endcli to close down the Shell. Your copy is complete.

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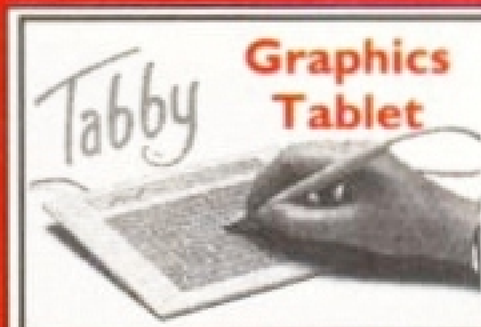
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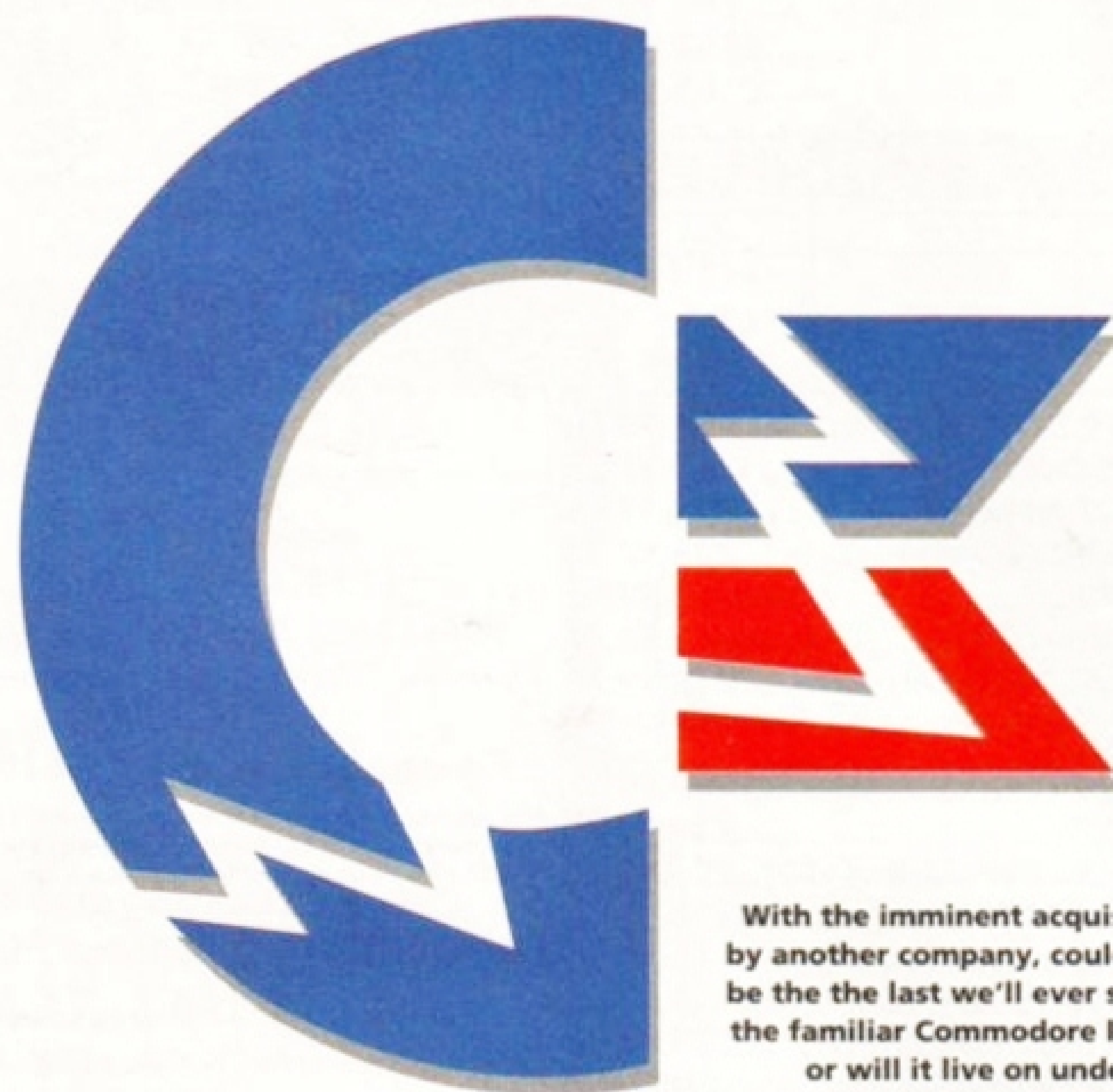
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NEWS COM

- Commodore US goes into voluntary liquidation
- The Philippines plant stops manufacturing
- Major investor said to be 'extremely interested'

Steve Jarratt explains the recent events which have every Amiga owner wondering: 'What is going to happen to my machine?'



With the imminent acquisition by another company, could this be the the last we'll ever see of the familiar Commodore logo – or will it live on under the auspices of another owner?

On Friday 29th April at 4.00 in the afternoon (US time) Commodore International Ltd (holding company, CIL) and Commodore Electronic Ltd (development company, CEL) both filed for voluntary liquidation with the court in the Bahamas. CEL – which CIL has shares in – was discontinued and the production facility in the Philippines ceased manufacturing Commodore hardware.

CHAPTER AND VERSE

Hours later, Bulletin Boards and phone lines were busy adding grist to the rumour mill – apocryphal stories suggested Commodore US had ceased trading; Commodore had gone bust; Commodore are being bought (by all manner of different companies); Commodore have filed for Chapter 11 bankruptcy; and so on. However, the full story is surprisingly positive.

Colin Proudfoot – joint MD of Commodore UK – explained exactly what Commodore have been up to across The Pond...

"It's not Chapter 11," he states, "it's liquidation proceedings in the Bahamian court. There have been a lot of discussions going on at a corporate level with potential investors in the company. We've been saying for some considerable time that we have a cash-flow problem and that we require external investment for the business to continue in a viable nature."

Commodore's operations in Europe are trading well at the moment, and demand for product remains strong. The problem is that the parent company has effectively run out of cash, which restricts product supply – Commodore monitors for instance, have been an endangered species for some time.

So, the truth is that while the Commodore name and Amiga brand are still strong, the company are in negative equity – they owe more than the sum of their assets. And, after months of rumour and conjecture, Commodore are about to bought out by another company.

"We've narrowed the field ," says Proudfoot, "and there's one particular investor who is extremely interested and who is going through the process of due diligence." This means that the buyer is evaluating what the company is worth and examining the various sections of the company before putting in a bid.

AMIGA LIVES ON

"It is my understanding that the investor is interested in the operating units very much as they are at the moment, for a route to market for the Amiga product," he continues. "So, they're looking at each individual operating unit in terms of what the market potential is, what the business can do, evaluation of personnel, and so on."

This explains the voluntary liquidation: CEL and CIL are now under the jurisdiction of the Bahamian court and are protected against legal action by any of their creditors. This gives Commodore some much-needed stability during the few weeks that the negotiations will take, and allows operating units such as Commodore UK to continue as normal until the deal is finalised.



The Amiga has been Commodore's mainstay for the last few years – but its market is under constant attack.



Poor marketing has failed to secure the market share that the high-end Amigas so richly deserve.



CD³²: reasonably strong in Europe but has failed to cause the merest of ripples in America or the Far East.

MODORE up for sale

> **"There should be no impact in the UK marketplace... The brand is too strong to die: we're confident that Commodore and the Amiga will come out of this a better, stronger company"**
>
> Colin Proudfoot, joint MD of Commodore UK.



"If we had carried on as normal," says Proudfoot, "all it would have taken is for one creditor to get wind of a possible purchase. They would then assume a large sum of money is about to be injected and could decide that they will just make sure they get what they are owed by being the first to file a lawsuit. Others would undoubtedly do the same and suddenly Commodore isn't an attractive proposition any more."

CORPORATE TACTICS

However, these corporate comings and goings will have almost no effect at all on UK Amiga owners. "There should be no impact whatsoever in the UK marketplace," states Proudfoot. "And as far as we're concerned it means that we're getting closer to the resolution of a difficult financial situation that Commodore has been in for some time."

But just why have Commodore been reduced to adopting such tactics? Where, in short, has all of the money gone? Proudfoot explains that there are a number of factors which are responsible for the company's financial difficulties.

"The European market is comparatively buoyant, but the whole games sector has crashed," he says. "The German economy is in major recession and consumer spending is way down. We're seeing our share of that market increasing, and we're doing relatively better than our competitors.

"But we were hit largely with the C64: it has been a very successful product for Commodore for a number of years, but those revenues died. The PC business was a very big drain on our resources and the decision to get out of that area left a big hole."

So the possibility of a takeover is far from bad news for Amiga owners. It will provide a huge cash injection, enabling Commodore to carry on pushing and expanding the Amiga line long into the next decade, and providing even more support for their loyal userbase.

DIE HARD

Colin has the final word: "I regard this as a positive move because it means we're resolving the situation and what's important is to maintain confidence in the Amiga and in Commodore in the marketplace, which is why we're continuing to trade, and why we're asking people to support us.

"The brand is too strong to die: we're confident that Commodore and the Amiga will come out of this a better, stronger company."

BUT TO WHO?

Of course, the big question on everybody's lips is 'who?'. Which company wants Commodore – and the Amiga technology – for itself?

There have been plenty of suggestions on the Bulletin Boards, including Amstrad, Philips, Hewlett Packard, Sony, Samsung, Nintendo and even Atari boss Jack Tramiel!

Amstrad and Jack T are rank outsiders, and don't really stand a chance given the competition.

Philips have the cash and the clout, but for this whodunnit, they lack any real motive. (And given the hash they've made of CD-i, let's hope it's *not* them.)

Sony's only connection with Commodore is the CD³²'s drive technology, and they have no real need of a computer company – although some pundits have proffered the theory of an encircling manoeuvre to get hold of Newtek's Toaster technology.

Nintendo simply don't fit into the equation (they've got enough to worry about with their impending Project Reality system), which leaves a two-horse race with Samsung and Hewlett Packard.

Hewlett Packard's involvement with Commodore's AAA RISC chip set makes them look a good bet. But historically they haven't even bothered to provide Amiga printer drivers – so what would make them change their mind now?

Finally, Samsung is your typical, sprawling Korean electronics company with fingers in every pie going, including TVs, video recorders, camcorders, 3DO players, CD-i players – but, up until now, no computers.

So, place your bets, please...

THE RISE AND FALL OF COMMODORE

The Amiga has long been Commodore's main source of income, but their market dominance has been eroded on the games side by Sega and Nintendo, and on the serious side by low-end PCs and Apple Macs.

As sales have diminished, Commodore have been forced to drop prices to remain competitive. This is reflected in a turnover that peaked massively in 1991 but has been in decline ever since. Meanwhile actual profits have gone through the floor, resulting in a net loss in 1993 of $356.5 million. The 1994 figures have not shown any reversal of fortunes. Yet.

YEAR	TURNOVER	PROFIT
1988	$871.1	$55.8
1989	$939.7	$51.3
1990	$887.3	$1.5
1991	$1,047.2	$57.6
1992	$911.0	$27.6
1993	$590.8	($356.5)

Figures in millions of dollars. Losses in brackets.

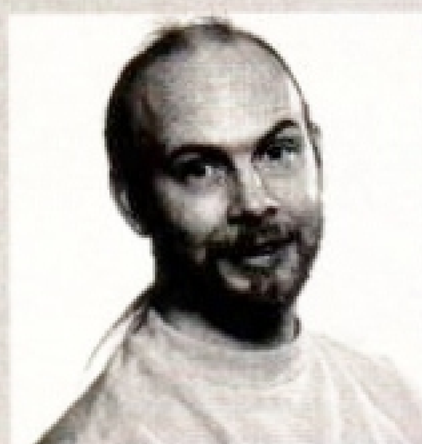
COMMODORE: A BRIEF HISTORY

Commodore began life in 1958 in Canada, where it manufactured punch-card systems, typewriters and – ironically given recent events – cash tills.

With the advent of silicon technology, Commodore saw an opening for personal computers and, in 1974, bought a company called Micro Office Systems. MOS reworked Motorola's 6800 chip to produce the legendary 6502. It was the 6502 that would form the basis of, arguably, the first personal computer: VIA – the Versatile Interface Adaptor.

However it wasn't until the CES of 1977 that Commodore showed their first marketable computer, the Personal Electronic Transactor or PET.

The VIC soon followed with colour display and... computer games! This opened the door for the C64 which would go on to be the single most popular home computer of all time. The profits generated by the C64 then enabled CBM to invest in the Amiga technology back in the mid-Eighties.



The Jeff Walker Column

Hmmm. There's something strange going on. With all this rumpus about whether or not the UK will see an A1200 CD-ROM drive and whether or not Commodore are going to merge with another company in order to be able to more effectively build and market its wares, I got to thinking.

The A1200 CD-ROM drive is obviously going to be in demand, even without FMV compatibility, so it seems silly for Commodore UK to suggest it will not sell in this country. And, of course, it seems Commodore UK has relented. But why, suddenly, does Commodore need investors? We all know the company is short of cash, but that's been the situation since 1992, since before the release of the A1200, and it hasn't stopped the production lines or publicity machine yet.

What is it that Commodore want to build and market that suddenly needs a large injection of cash? The next generation RISC-based Amigas? Well, maybe. But probably not. Current models? Nah, surely not. Must be something we haven't heard about, then. And I think I know what it is. The A1400.

Picture an A1200. Lop off the numeric keypad, like the A600. Picture a CD1200 only a bit higher and deeper perhaps, but still top loading and with a PCMCIA slot in its right hand side – look at page 24 of last month's issue if you need help with that.

Mould that on to the left-hand side of the A1200. Replace the Kickstart 3 chip with Kickstart 3.1, imagine a CD with the words Workbench 3.1 stamped on it, stick an A1400 badge on the lot and there you have it.

No wonder we haven't heard about it. News of this sort would certainly kill sales of the A1200 stone dead, especially as such a machine would probably be priced at £399 or thereabouts. And there's a hidden agenda among all this lot.

David Pleasance's objection to importing the CD1200 into the UK was that it did not support the FMV module, yet nobody else in the trade who I've spoken to sees that as a big problem, more of a slight inconvenience.

Video CD is deeply wonderful technology, but it is going to take a year or longer for it to catch the public's imagination, if it ever does. Most homes already have a video recorder and a video tape collection, and most homes are not going to scrap the lot just because of Video CD, which – although you wouldn't think it from the reports – is a technology that is still nowhere near perfect.

The important thing is that the A1200 CD-ROM drive should be able to run all normal CD^{32} software, and it can. This must be why so many *Amiga Format* readers want it. David Pleasance insisted that it was the after-sales complaints to Commodore he wanted to avoid, which might mean having to specifically state in advertising that the A1200 CD-ROM drive was not FMV compatible. To me this sounded like a man clutching at straws in an attempt to hide the real reason. By his own admission he says: "We have to have some secrets".

Could it be that Mr Pleasance objected so energetically because of one of those secrets, because he knew that there was an Amiga just around the corner that has a CD^{32} built-in, one that will support the FMV module?

Such a machine would wipe the floor with the competition next Christmas, but only if Commodore could afford to tool up and manufacture hundreds of thousands of them, and then stage a massive TV advertising campaign. And that needs money, something Commodore hasn't got a lot of and isn't going to get a lot of just by selling what's currently on the shelves.

I could be talking out of my bottom again, and I don't think you should put off buying that A1200 you have been saving for, but I know a smokescreen when I see one and Fred's Haberdashery in Maidenhead has been doing a roaring trade in gas masks lately.

THE OPINIONS EXPRESSED HERE ARE NOT NECESSARILY THOSE OF *AMIGA FORMAT*

CD-ROM drive launch delayed

The A1200's add-on CD drive looks set to experience continued slippage as Commodore continue to debate whether or not to perfect a Full Motion Video add–on for the unit.

The drive was originally pencilled in for a September launch, but now Commodore don't envisage a release before the end of the year.

When the drive is launched Commodore will look at the viability of each marketplace, but they have indicated that a pan-European launch is likely. The company is still unwilling to make any comment on the likely price of the much-vaunted add–on.

The delay stems from Commodore's perception of the product, the technicalities of creating an FMV module and the restructuring of the company after the demise of Commodore USA.

The CD^{32} is already FMV compatible, and sources tell us that Commodore are reluctant to release the unit without this capability. Because Commodore US have ceased to exist, all development may be moved to this country and this could well delay the release process.

Developers who we approached indicated that nobody from Commodore had spoken to them about the add-on. Steve Turner from Graftgold, the company responsible for *Fire And Ice*, said he believed Commodore were delaying release until January 1995. He said that nobody had approached him about the CD1200 and suggested that the company were simply testing existing CD^{32} products on the unit.

As we went to press, both Virgin's developers and Sensible Software weren't having much joy getting hold of one and weren't too bothered whether they did – one developer said that the A1200 was 'small beer' when compared to other CD systems. Another developer indicated that the problem may well lie in the different chip sets contained in the two machines – even if some CD^{32} titles run on the A1200 CD-ROM drive, it would be useless without complete compatibility.

Commodore's unwillingness to talk about the drive seems to stem from a reluctance to damage sales of CD^{32}s. No doubt they are worried that potential CD^{32} owners will simply buy a CD-ROM drive for their A1200.

Given that the add-on drive will appear around the busy Christmas period, they are justifiably anxious. All of this would explain Commodore's categorical denials of the machine's existence right up until the day it appeared at CeBit '94. The A1200 CD-ROM drive could well be the add-on that Commodore don't want.

MORE VERSATILE GENLOCK



The new Neptun-Genlok from Electronic-Design features a host of high-end functions.

Munich-based Electronic-Design have added a new genlock to their product line. Launched at CeBIT '94, the Neptun-Genlok is targeted at the amateur market but promises professional results. At DM1.198 (around £480) the device offers a range of features previously found on high-end systems, such as Auto Fade, whereby you can set the time length of the fade for both video and computer signals.

The Neptun-Genlok has switchable manual/software control with hotkey and *ARexx* support, so you can cue it in with presentation software. The hardware also makes full use of the Amiga's Alpha channel, allowing you to create semi-transparent images which can be faded in and out proportionately with the video.

Interested videophiles should contact Electronic-Design GmbH, Detmoldstr. 2, Germany, 80935 München. Their fax number is 010 49 89 3545674.



Commodore UK denied the existence of the A1200 CD-ROM drive until days before it was unveiled at CeBIT. Then they said it would be released in the UK in September, now it's being held back till next year. What's going on?



X-UP BOARD FOR A4000/40

If you want your A4000/40 to live life in the fast lane the new X-Calibur board could be worth investigating.

Serious Amiga users in need of a power boost, will welcome the X-Calibur – an accelerator and RAM expansion unit designed for the A4000/040. The board piggy-backs the A4000/040 and so avoids taking up precious Zorro slots and can also hold up to 128Mb of standard 72-pin SIMMs. By dint of its memory design (memory bursting and interleaved 64-bit access) X-Calibur outperforms regular A4000 memory functions by 400 per cent at 25MHz. This translates to a speed increase almost double that of an unmodified A4000 and improves disk access by up to 20 per cent. And the beauty of the system is that you can take your existing CPU and memory (Fast RAM only) and reinstall them on the X-Calibur card without incurring the cost of extra – and possibly unnecessary – memory. However, the board is future-proofed and able to be upgraded to faster CPU's.

The current 25MHz X-Calibur costs £499.95; a price has yet to be decided for the 33MHz version which more than doubles the processing speed of an A4000/040. A 40MHz version is a possibility and there are plans for a 68060 version when the chip arrives. X-Calibur is available from Blittersoft, telephone or fax: 0908 220196.

NEWS *brief*

FREE MIDI HELP

Blue Ribbon Soundworks have started a free MIDI technical support helpline which is open to anyone using Amiga music software. Blue Ribbon – who are responsible for the award-winning *Bars & Pipes Pro 2.5* and *SuperJAM! 1.1* – have generously opened their phone lines to owners of Blue Ribbon products or, in fact, anyone in need of help in mastering MIDI. The telephone/fax number is: 081-332 6959 and is available from 11am to 4pm Tuesdays to Thursdays.

SERIOUS ADVICE

New Amiga owners could do worse than invest in one of the *Get Serious With The Amiga* titles from AmaKEY Design (0908 370230). These ringbound tomes by Larry Hickmott are designed to help explain away the files names, acronyms and technical jargon that surround our beloved hardware.

The first book covers clip-art and fonts, the second in the series – Word Processors – has been held up because of the late arrival of *Wordworth 3*, but is now in print. A third book dealing with the process of buying an Amiga should be out soon. At around 130 pages and for just a tenner, they're worth a punt.

CANNON FODDER 2

A source close to Virgin Interactive Entertainment has confirmed that Sensible Software are currently working on a sequel to *Format* Gold-winning strategy game *Cannon Fodder*. Details are scant at present, but we understand the game will feature new levels, missions and maps with a projected release date of November. We'll give you more details as we get them.

VISTA VOUCHER ERROR

Last month we featured the fractal landscape program *Vista Pro* and *Vista Pro Lite* on our discount voucher pages, offering a generous £20 discount if you bought either program from Meridian. What we in fact meant was that you would receive a £20 discount if you were supplied by Emerald Creative Technology Ltd, Rapid House, 54 Wandle Bank, London SW19 1DW, Tel: 081-715 8866, Fax: 081-715 8877.

OPAL UPGRADE

The version 2.3 software upgrade for *OpalPaint* is now available, boasting increased drawing speed on an A4000, a GIF loader, a VPB load/saver for compatibility with Quantel PaintBox systems, and customisable *ARexx* requesters.

The upgrade is free to anyone who sends a blank disk with the requisite return postage. A packaged software update is available for £1.95. For more details contact the 24Bit Club at 6 Skirsa Square, Floor 1, Glasgow G23 5DW or call 041-946 2191.



The Tim Smith Column

Now, I'm not going to go any further into the current situation with Commodore other than to stick by what I said in last month's column – the Amiga technology, including the AAA chip set and CD-x, will survive. I'll stake my own sense of self-worth on it (because, if I'm wrong, then thousands of people will mock me horribly and probably E-mail me with foul and abusive language).

There's a detailed report on the state of CBM and CIL on pages 18 and 19 of this issue, so let's move on with the thought that computing should always be elegant, and the most elegant approach to it is the Amiga.

Right, this month has been a fraught one. For one thing, either an idiot or an idiot's friend or someone who thought he or she was having a good laugh decided to post a message asking for an FTP (File Transfer Protocol) site for cracked games. I must admit that I flew off the handle at this trite missive.

The idea of some fool publicising the fact that they couldn't be bothered to write their own games or write to the software houses complaining that the prices were too high, or could simply not be bothered to do something other than steal code irritated me just a little. I said that I was going to mention the buffoon's E-mail test in this column until someone with a little more cool than myself pointed out that maybe the person who posted this idiot-request might not actually own the computer.

This calmed my ire and lead me to thinking that maybe some people still take this kind of theft as a joke. Of course they do! It's unrelated to real life. After all, if someone wandered into your home and walked off with the bookshelves you'd just put up, you'd tap them on the back and say: "Yeah, off you go mate". Obviously if you'd just prepared a particularly good meal and some stranger sneaked in the back door and scoffed the lot, you'd laugh... maybe not.

The thing is, the majority of us do not spend our lives the way Jon Hare or Andy Braybrook do. The majority of us don't have the programming skills and the creative juices that are at the core of people like David Braben, Simon Armstrong and Jeff Minter. Compounding this is the fact that we just don't get to see these people (remember that word) too often.

There are rarely pictures of the programmers on the front of the disks which contain their games. What we see are logos for Sensible Software, US Gold, Ocean, Electronic Arts, Renegade... We see corporations and these distance us from the real work that goes into producing a single budget game. This distance, or alienation, as I recall it being called back in the Eighties, makes it seem less atrocious for the majority of usually normal, crime-aware people to commit the heinous crime of stealing someone's creativity and hard graft.

Well, think along these lines. If the company that you (or your dad or mum or sister or wife or husband) works for was to suffer from regular, endemic theft, who would be the first ones to suffer when the bottom line on the company spreadsheet is re-drawn? Would it be the company directors? I think not. Would it be the accountants? Don't they control the spreadsheets? Would it be the middle management, or the investors? Nope.

The first people to suffer would be those who consume the products (prices would rise, or at least not fall) and the people on the shopfloor, the people who actually create the goods. I hope that thought adds perspective to those who crow about digital revolution and freedom of code. See you next month.

Tim Smith is Technology Editor of Computer Trade Weekly. Contact him at tsmithb@cix.compulink.co.uk and timbo@gashead.demon.co.uk.

THE OPINIONS EXPRESSED HERE ARE NOT NECESSARILY THOSE OF *AMIGA FORMAT*

New Frontier

Following the new Computer Combat/Innovations A1200 bundle (News, *AF58*), distribution company ZCL have announced the Frontier/Innovations pack, which boasts David Braben's *Elite* sequel, *Frontier*, plus Ocean's innovative *Batman Returns*.

This brings the full games content up to *Frontier* (Gametek), *Batman Returns* (Ocean), *Zool 2* (Gremlin), *Brian The Lion* (Psygnosis) and *Total Carnage* (ICE); while the serious side remains the same with *Personal Paint v4* (Cloanto), plus *Print Manager*, *Day By Day* and *Wordworth AGA* (all from Digita).

Accordng to Don Carter, chairman of ZCL, the reason behind the re-bundling is twofold: firstly, the Combat bundle was based on the inclusion of *Total Carnage*, but the blood 'n' guts artwork was turned down by Commodore Germany on account of its gory content. The resulting cartoon artwork was deemed to be immature given the target audience.

Secondly, ZCL weren't overly impressed with the bundle's content. The serious side was well catered for, but the games needed bolstering. And having secured *Frontier* – the best-selling Amiga game of last year – the decision was then made to ditch the cartoon artwork and reduce the prominence of the other titles in favour of *Frontier* – which was already considered to be the biggest selling point of the bundle.

Don now believes that this bundle is the best there's ever been – and with a price tag of just £349.99, who can argue?

Prospective A1200 buyers should be aware of the variety of deals around at the moment: the Desktop Dynamite pack (around £230) is still doing the rounds, either with free games or hard drives included; the Race 'n' Chase pack (£299) is still available; Silica are continuing to bundle the Chaos pack, which contains four *AF* Gold-rated games – *The Chaos Engine*, *Syndicate*, *Pinball Fantasies* and *Nick Faldo's Championship Golf* – plus *GFA Basic v3.5* and *Photon Paint II* – for £265.

The Frontier/Innovations pack (£350) is now available either as the themed bundle or as the Computer Combat pack with *Frontier* and *Batman Returns* in the box.

Whichever one you choose (and, let's face it, they're all pretty tempting) there's never been a better time to upgrade or join in the fun!

SIM CITY SEQUEL TO HIT THE STREETS

American developers Maxis have finally confirmed that *Sim City 2000* is to be released on the A1200 in September. The long-awaited sequel to *Sim City* (*AF6*, FG92%) comes with a host of exciting new features including 3D buildings which can be viewed at three different magnification levels.

A 360-degree rotation feature gives you different perspectives on your city, you can modify the terrain with mountains, rivers and waterfalls, and there's an underground level which enables you to build tunnels, subways and water networks underneath your city. *Sim City 2000* is available for the A1200 only, price £29.99. Contact Maxis on 071-490 2333.



Create your own futuristic metropolis with a little help from American developers Maxis and their stylish sequel to *Sim City*.

Virgin wins coveted industry award

London-based publishers Virgin Interactive Entertainment have scooped the games industry's most prestigious award – Publisher Of The Year.

Virgin's PR Manager Danielle Woodyatt was on hand to receive the award at a special ceremony held at April's European Computer Trade Show at the Business Design Centre in Islington.

Over the past 12 months Virgin have received no fewer than four Format Golds for *Beneath A Steel Sky*, *Cannon Fodder*, *Dune 2* and *Reach For The Skies*. Other Virgin titles released in the past year include *Goal!*, *Global Gladiators* and the all-conquering *Mortal Kombat*.



PR Manager Danielle 'Woody' Woodyatt collects the Publisher of the Year Award on behalf of Virgin Interactive Entertainment. Three cheers and all that...

for the A1200



New from ZCL, the Frontier/Innovations pack, which is one of many excellent A1200 bundles now available.

TV stars speak out for Simon



Sordid's fiery fortress is just one of the new locations included in the sequel to *Simon The Sorcerer.*



Red Dwarf star Chris Barrie puts his vocal talents to the test in the CD32 version of *Simon The Sorcerer.*

British developers Adventure Soft have roped in stars from *Red Dwarf* and *Spitting Image* to provide the voices for the CD32 version of the graphic adventure *Simon The Sorcerer.*

Chris Barrie, who plays Rimmer in *Red Dwarf,* is providing the voice of hero Simon, while Roger Blake plays Calypso and Sordid. Other actors and actresses are providing the remaining speech, giving a total of over 3,500 individual spoken samples. The CD32 version of the game also features digitised sound effects and an upgraded musical soundtrack. It should be released soon, price £39.99.

Fans of the original game will also be pleased to hear that Adventure Soft are currently working on a sequel to *Simon The Sorcerer* for release later in the year. *Simon the Sorcerer 2* finds the evil Sordid making a ghostly reappearance as Runt, a character who's vowed to wreak his revenge on the hapless Simon. The new game promises more animated sequences, and digitised sound effects. As well as standard Amiga and A1200 versions, there will also be an enhanced CD32 version featuring Chris Barrie and Roger Blake. More details from Adventure Soft distributors PDQ on 021-625 3377.

AF BULLETIN BOARD RECEIVES A WELCOME BOOST

Amiga Format's official Bulletin Board, Spong! – as those of you who have been trying to log on to it will already know – has still been having a few problems. We won't go into all of them here, but what we will tell you is that for the past two weeks (that is two weeks before *AF* hit the streets on Thursday 26 May) Spong! users have been able to read all the top news stories from these pages, plus reviews and features from this very issue.

Now we know it's taken us time to get Spong! in order, but we're determined to make it work. In the next couple of months we will be setting up a much more efficient service with more phone lines, plenty of files and up-to-the-minute Amiga information for all modem users around the UK.

So, the message is: keep on Sponging by calling:

0225 311647

NEWS brief

THE WRITE WP STUFF

Should you feel a burning desire to correspond with pen pals in the Middle East, Greece, Russia or India, the only possible word processor you could want is *Rashumon* ($200 from HarmonySoft in Israel. Tel: 010 972 3315 967).

This fully-featured multilingual WP can cope with different and opposed-direction text in the same document, and so keeps the logical order of sentences even after reformatting. It supports English, Hebrew, Arabic, Syriac, Hindi, Greek, Cyrillic and Farsi text and contains many useful features such as a range of picture file input, maths expressions and extensive search/replace options for style, font and even type colour.

FCC BBS

After two years of planning, First Computer Centre have finally unveiled their Bulletin Board service. Net surfers will find full technical support for FCC's products, details on new releases, PD and Shareware programs, drivers and more. The number to dial is 0532 637988 but FCC warn that as the BBS is still in its infancy the contents may not be overly impressive, just yet.

GAMEXCHANGE CHANGES

Following industry feedback from the Spring ECTS, the organisers of GameXchange '94 have altered tack slightly, opening up what was intended as a Summer console show into an all-formats computer event. The show – now entitled Computer Deals '94 – will take place at Olympia from July 22nd to 24th and while the central GameXchange theme is retained – providing a controlled environment for the trade of cartridge games – the show now offers Amiga owners plenty of scope to pick up a bargain. Or maybe two.

Prices range from £7 adult to £5 for kids, with a special £20 family deal. Advance tickets can be be obtained from the hotline number, which is 0369 5335.

FODDER FOR THOUGHT

Future Books have released the *Official Cannon Fodder Playing Guide*, which contains general tips, plus maps and instructions for finishing every phase of each mission. The book has 100 pages, it's in full colour throughout and costs a meagre £9.95.

Written by *Amiga Power*'s Cameron Winstanley (who has finished the entire game), it should end all of your *Cannon Fodder* woes – unless you are inherently crap, of course.

The *OCFPG* is on sale in all good bookshops (and a few tawdry ones) and will be available through the pages of this hallowed organ: look out for the special ads in the next issue.

THIS MONTH'S TOP 30 A500/A600

1.	(8)	Up	Beneath A Steel Sky (Virgin)	FG94%
2.	(2)	Same	Man Utd Premier League Champions (Krisalis)	81%
3.	(1)	Down	Cannon Fodder (Virgin)	FG95%
4.	(3)	Down	Frontier: Elite 2 (Gametek)	FG90%
5.	(7)	Up	Skidmarks (Acid Software)	FG90%
6.	(5)	Down	Premier Manager 2 (Gremlin Graphics)	80%
7.	(6)	Down	The Settlers (Blue Byte)	FG94%
8.	(-)	Re	Fury Of The Furries (Mindscape)	55%
9.	(13)	Up	Sensible Soccer 92/93 (Gremlin Graphics)	80%
10.	(4)	Down	Liberation: Captive 2 (Mindscape)	80%
11.	(10)	Down	Mortal Kombat (Virgin)	74%
12.	(15)	Up	Jurassic Park (Ocean)	70%
13.	(-)	New	Darkmere (Core Design)	80%
14.	(-)	Re	Theatre Of Death (Psygnosis)	49%
15.	(16)	Up	Championship Manager Italia (Intelek)	85%
20.	(20)	Same	The Chaos Engine (Renegade/Mindscape)	FG90%
17.	(-)	New	Heimdall 2 (Core Design)	81%
18.	(9)	Down	Zool 2 (Gremlin Graphics)	FG93%
19.	(11)	Down	Award Winners – Gold Edition (Empire)	10/10
20.	(-)	New	Perihelion (Psygnosis)	75%
21.	(-)	Re	Genesia (Mindscape)	71%
22.	(21)	Down	Simon the Sorcerer (Adventure Soft)	84%
23.	(-)	New	Monopoly (Supervision)	75%
24.	(-)	Re	Syndicate (Electronic Arts)	FG91%
25.	(25)	Same	Sim City Deluxe (Infogrames)	Not Reviewed
26.	(12)	Down	Championship Mgr Compendium (Domark)	7/10
27.	(26)	Down	Lemmings 2 (Psygnosis)	FG94%
28.	(-)	Re	Air Force Commander (Impressions)	69%
29.	(22)	Down	Micro Machines (Codemasters)	FG90%
30.	(23)	Down	World Class Cricket (Audiogenic)	78%

Chart compiled by Gallup

TEAM 17 GO BOWLING

No sooner have they released *Arcade Pool* to an unsuspecting public than Team 17 announce the release of an all new arcade game. *Kingpin* is a tenpin bowling game featuring a six-player competition mode, 3D rendered animations, aftertouch and adjustable bowling power – all for the princely sum of £9.99.

Other features include male and female player options, full auto-scoring, a choice of bowling balls and digitised sound effects. *Kingpin* is released in August in both standard Amiga and CD³² versions, with the CD version costing £3 more.

More details are available from Team 17 on 0924 385903.



Ex *Amiga Format* editor Marcus Dyson indulges in a spot of product evaluation in Team 17's tenpin bowling game *Kingpin*.

THAT'S MARVELLOUS, MARVIN

21st Century Entertainment have temporarily averted their gaze from the pinball table and come up with a cutesy platform game called *Marvin's Marvellous Adventure*. The hero is a pizza delivery boy who tries anything to make sure his customers get their food.

However, Marvin faces his biggest challenge when the recipient of a pepperoni pizza goes missing. Cue 90 levels and 10 worlds of platform-leaping, baddie-baiting and goodie-collecting. *Marvin's Marvellous Adventure* is available on CD³² only from September, priced £29.95. You can find out more by giving 21st Century a ring on 0235 851852.



Marvin's Marvellous Adventure: pizza-packin' platform fun.

A1200 AND CD³² GAMES

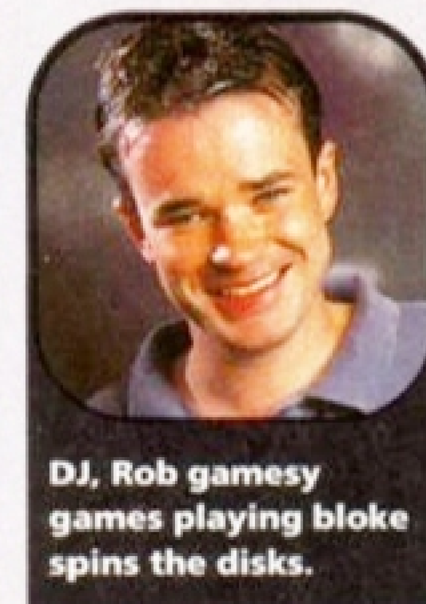
Top Ten A1200 Games		
1.	Ryder Cup Golf (Ocean)	FG91%
2.	Brutal Football (Millennium)	77%
3.	Star Trek: 25th Anniversary (Interplay)	50%
4.	Jurassic Park (Ocean)	70%
5.	Total Carnage (ICE)	43%
6.	Simon The Sorcerer (Adventure Soft)	84%
7.	Alien Breed 2 (Team 17)	80%
8.	Civilization (Kompart)	FG95%
9.	Sim Life (Mindscape)	86%
10.	Body Blows Galactic (Team 17)	88%

Top Ten CD32 Games		
1.	Frontier: Elite 2 (Gametek)	FG91%
2.	The Chaos Engine (Renegade/Mindscape)	FG92%
3.	Liberation: Captive 2 (Mindscape)	FG91%
4.	Gunship 2000 (MicroProse)	FG92%
5.	Sensible Soccer 92/93 (Renegade/Mindscape)	FG93%
6.	Brutal Football (Millennium)	86%
7.	Project X/F17 Challenge (Team 17)	84%
8.	Microcosm (Psygnosis)	87%
9.	Pirates Gold! (MicroProse)	82%
10.	Trivial Pursuit (Domark)	85%

Chart compiled by Gallup

CHART CHAT





DJ, Rob gamesy games playing bloke spins the disks.

There are some decidedly spooky things going on in this month's chart. For starters *Fury Of The Furries* – Mindscape's unusual, but intriguing platformer – has bounced back in at number eight. We're dumbfounded. The reappearance of *Theatre Of Death* at number 14 is a bit of a shocker too. These two games are joined, incidentally, by three other re-entries and two new entries – Core Design's RPG adventures *Heimdall 2* (reviewed this issue) and *Darkmere*.

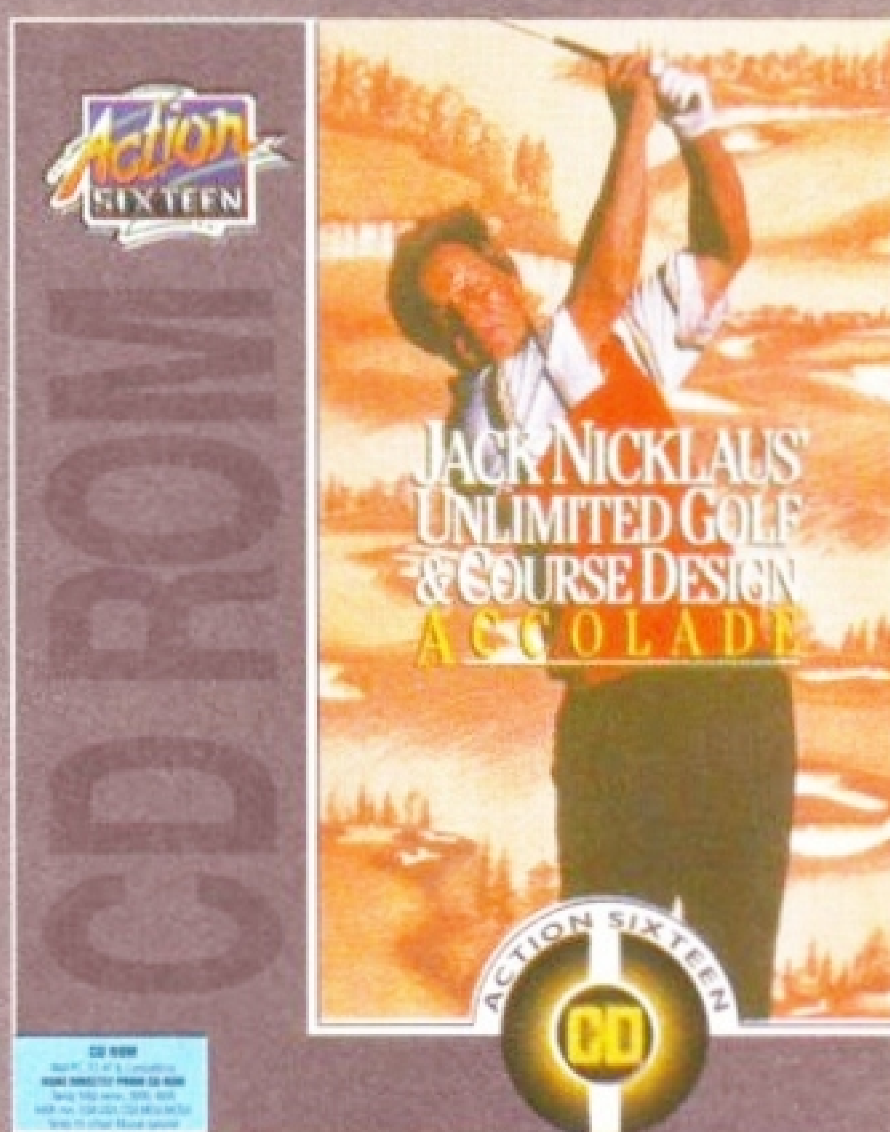
Less surprisingly, Revolution Software's brilliant graphic adventure *Beneath A Steel Sky* soars to the top of the chart after making its debut at number eight last month. This rise has knocked *Cannon Fodder* down to three with *Manchester United Premier League Champions* sticking firmly at two. Krisalis are positively cock-a-hoop at *Man Utd*'s recent cup success, since *Premier League* was intended to celebrate the Old Trafford team's victory last year.

The A1200 and CD³² charts remain pretty unchanged. The only new AGA entries are ICE's faithful but flawed *Total Carnage* conversion and Team 17's *Body Blows Galactic*. The CD³² Top Ten finds *Frontier: Elite 2* leaping to the top of the pile with the enhanced helicopter antics of MicroProse's *Gunship 2000* (both reviewed this issue) making their chart debut at number four.

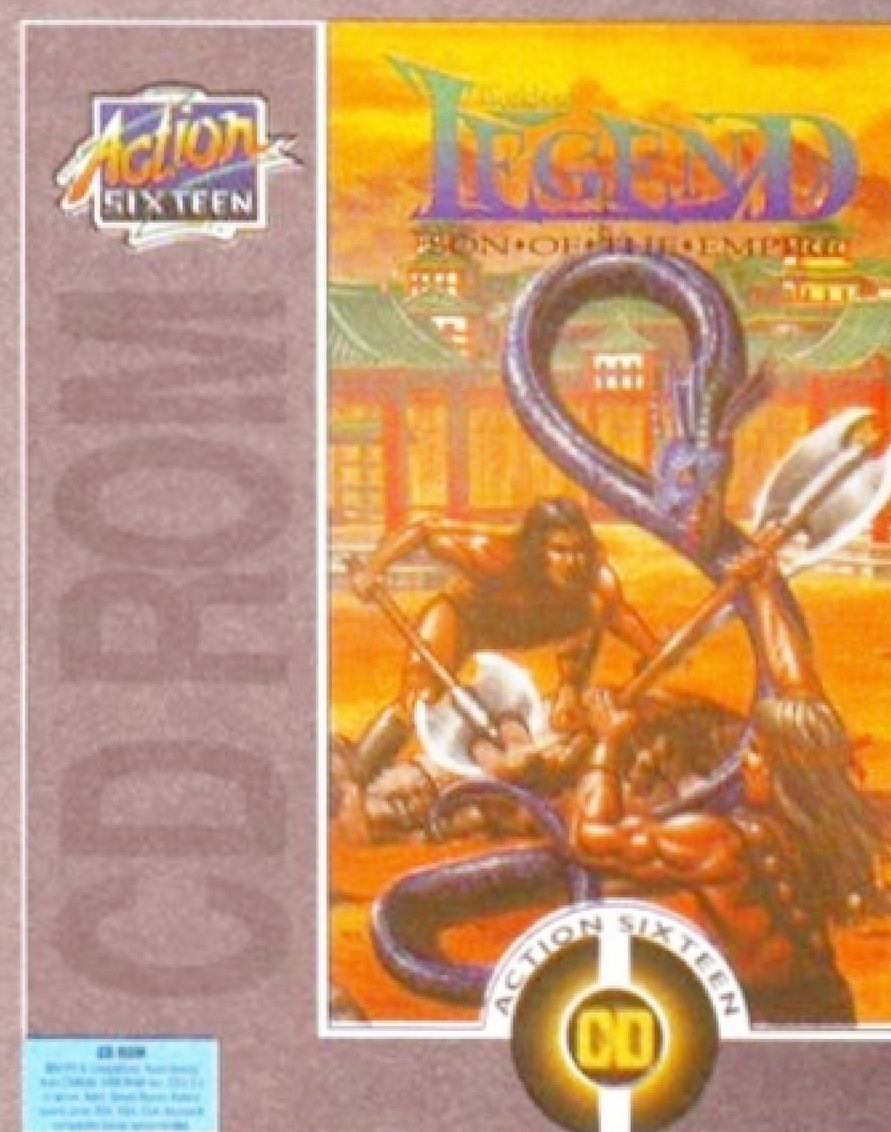
ROB MEAD



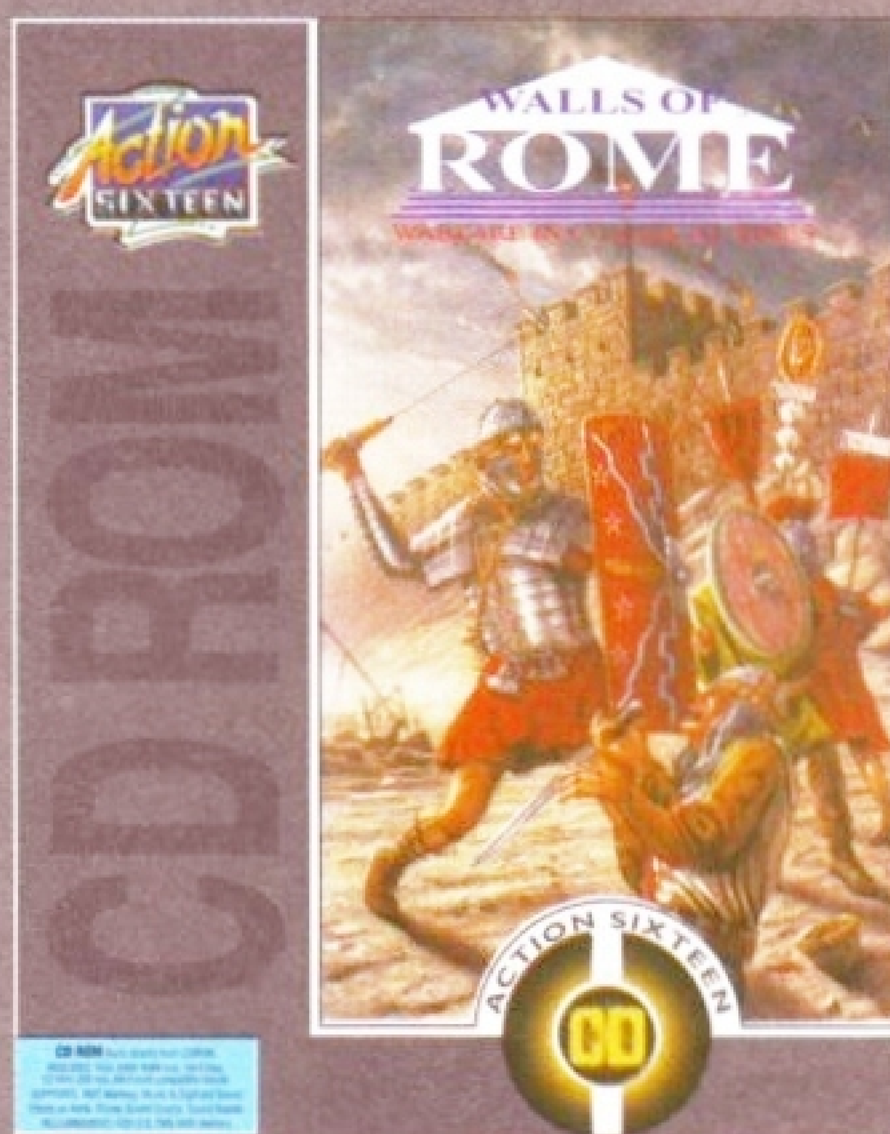
CD ROM IBM PC



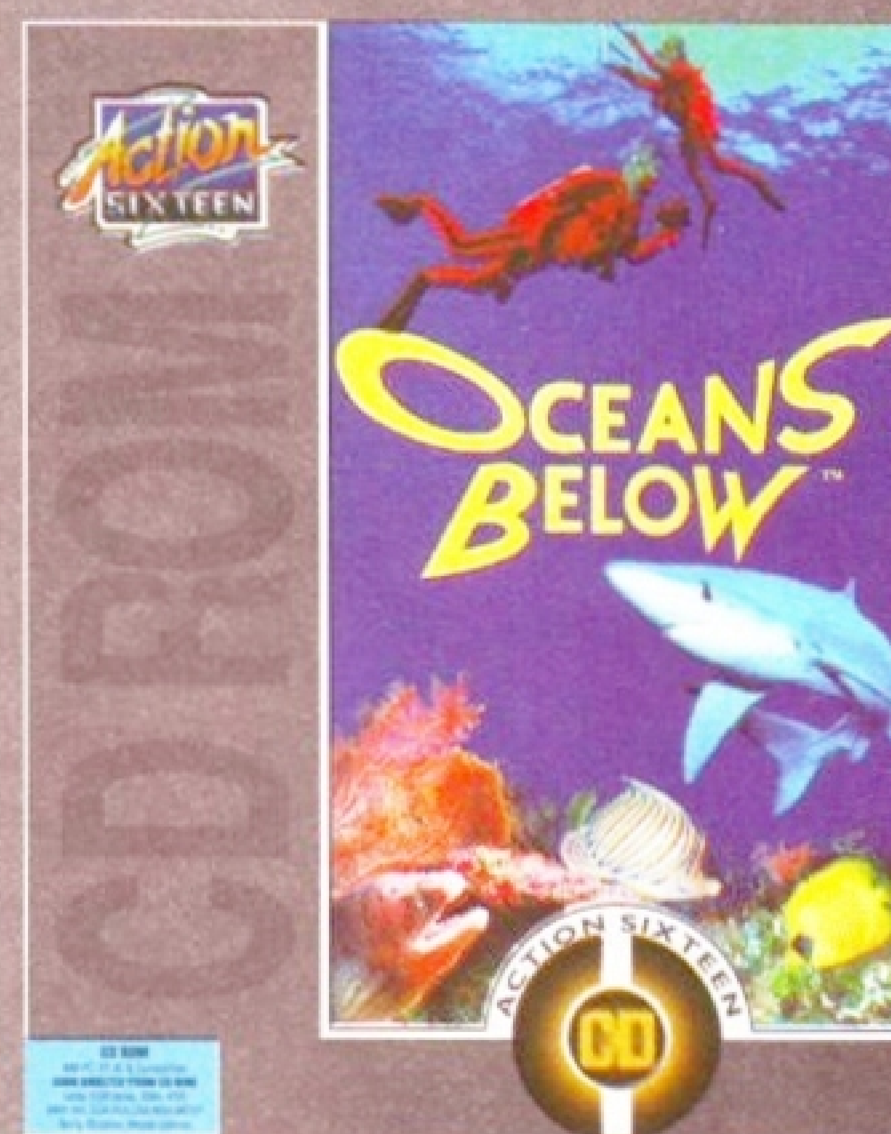
JACK NICKLAUS' GOLF - CD, PC & AMIGA



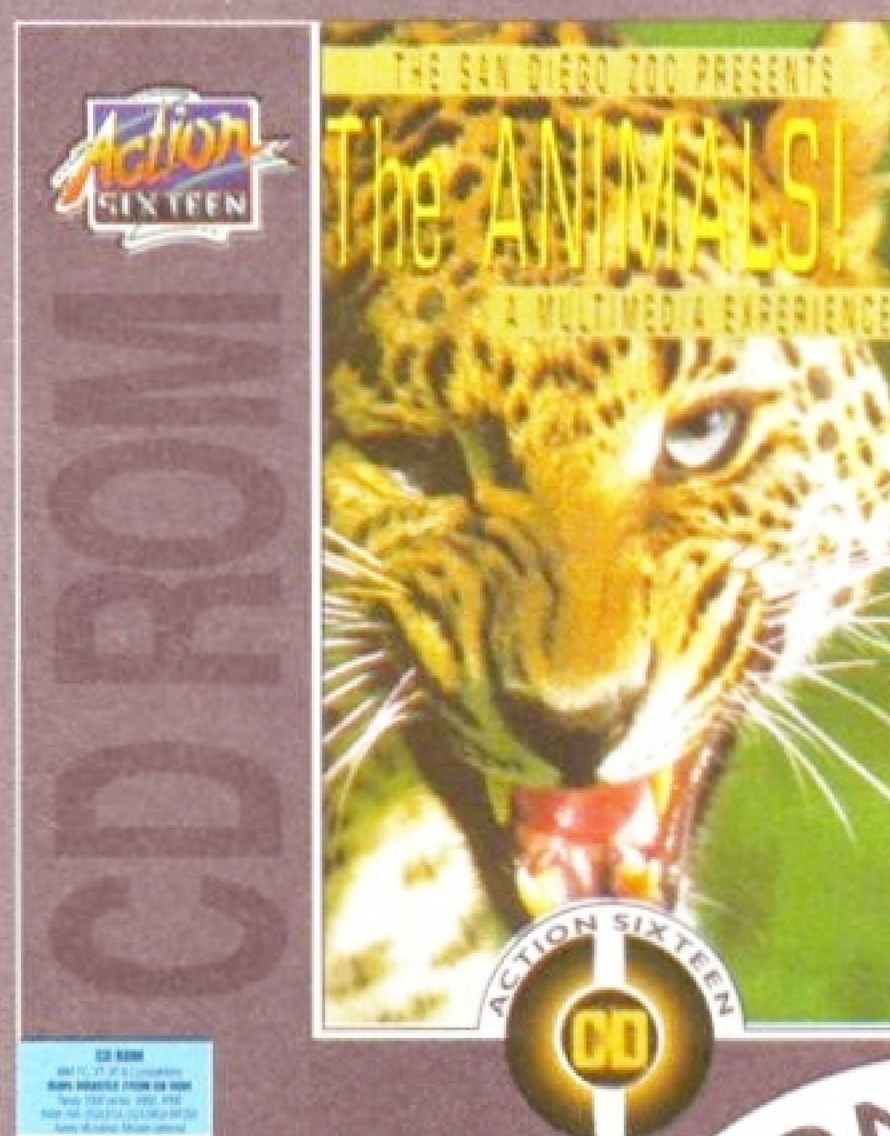
WORLDS OF LEGEND - CD, PC & AMIGA



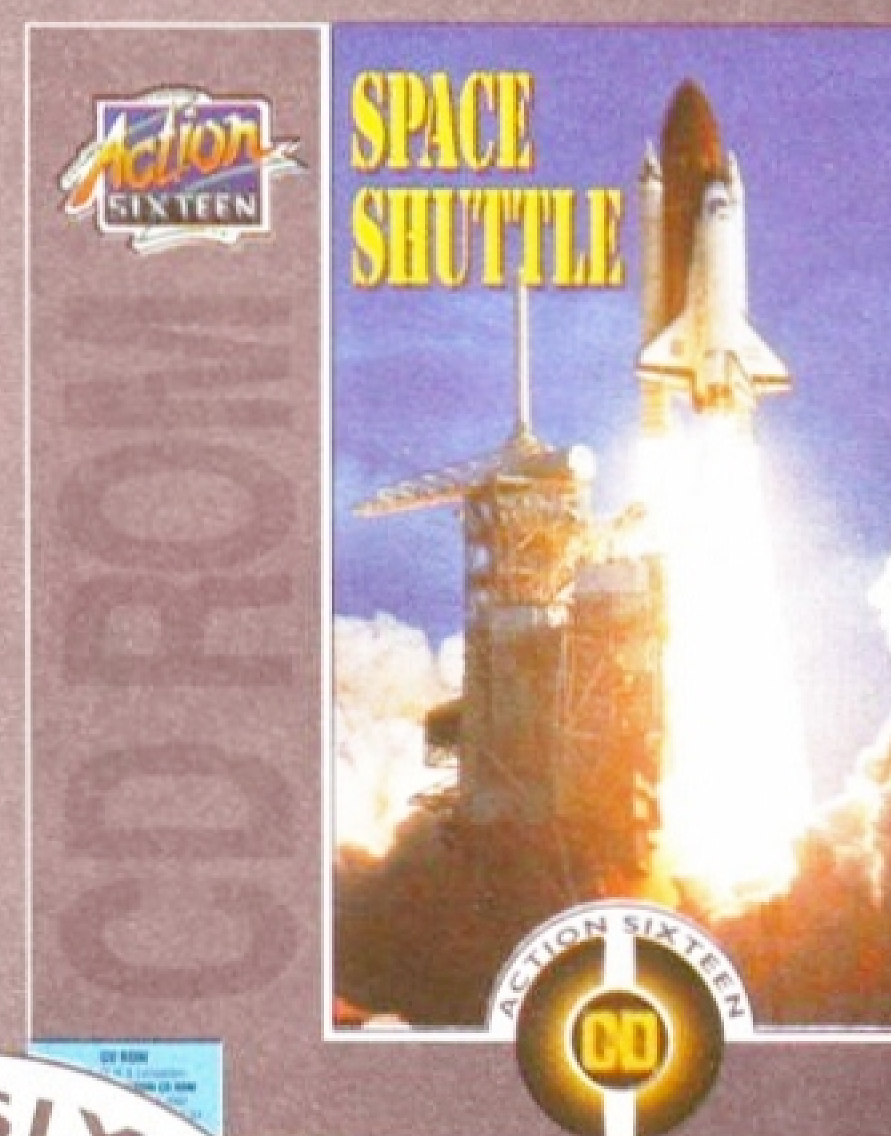
WALLS OF ROME - CD & PC



OCEANS BELOW - CD ONLY



THE ANIMALS - CD ONLY



SPACE SHUTTLE - CD ONLY

£16.99



Available at leading retail outlets. In case of difficulty phone 0276 684959

Digital Integration Limited, Watchmoor Trade Centre, Watchmoor Road, Camberley, Surrey, GU15 3AJ

IF YOU'RE THINKING ABOUT ENGINEERING DEGREES,

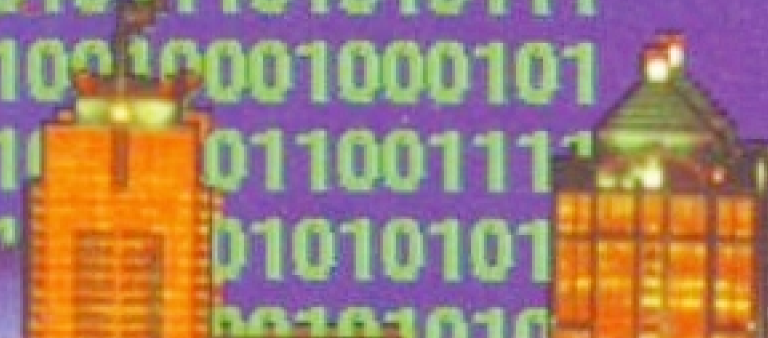


BROADEN YOUR MIND. BUT DON'T FORGET YOUR HORIZONS. IN A UNIVERSITY AND IN THE NAVY. AN L.E.A. GRANT AND A BURSARY ON TOP. THE ROYAL NAVY ENGINEERING SPONSORSHIP SCHEME AT SOUTHAMPTON. A UNIVERSITY WITH A FIRST IN ENGINEERING COURSES. A DEGREE WITH A CAREER TO FOLLOW. CONSIDER IT. BUT REMEMBER. WHO KNOWS MORE ABOUT DECIDING ON A COURSE THAN THE ROYAL NAVY?

Strokes of genius!







Welcome to the amazing *AF* paint package extravaganza. Whether you already have a copy of *Deluxe Paint* gathering dust, or have your heart set on the new A1200 bundle with *Personal Paint*, this is the place to find out what they can do for you. Start here and you'll soon be creating stunning images like these!

When, all those years ago, the Amiga was still in the concept stage, it was planned to be the most outstanding games machine ever in the history of mankind. A noble aim.

In the pursuit of this goal, a very flexible and powerful system for handling graphics was developed and encoded on silicon wafers. It was the graphics capability more than anything that sold Amigas in the early days.

At the time PCs were mostly monochrome and you needed to have more money than Pink Floyd to buy a colour Macintosh.

Whatever the original intention, the result was a powerful graphics workstation. Spurred on by this marvellous machine, programmers began to write applications that would take advantage of the hardware. One of the first packages to be commercially developed was, naturally enough, a bitmap paint package.

Continued page 31 ☛

24-BIT PAINT PACKAGES

After a rather dry period, Amiga paint programs are coming on in leaps and bounds both in terms of speed and performance. However, they still have a lot to do before they can approach some of the dedicated 24-bit paint packages.

When a 24-bit graphics card is used to replace the Amiga's native graphics, the increase in speed is terrific. This is because the extra video hardware can store the image in its own memory in a way which is a lot easier for the Amiga to access. Graphics cards don't have to deal with HAM and HAM8 tricks, nor do they have to pick colours from a pre-set palette – the colours are always available.

The undisputed King of Amiga paint programs is *TVPaint2*. For features, speed and sheer enjoyment, nothing comes close. At first glance the tiny floating requesters seem pretty dull, but after a few hours use no Amiga chip set program comes close.

There are other 24-bit packages, such as *Brilliance from* Digital Creations, which don't rely on a 24-bit graphics card. These work to a 24-bit internal resolution, but can only be displayed to the limits of your Amiga.

Why bother if you can't see the difference? Well, the images created will look great when printed. Also, the greater quality can make for improved displayed pictures, particularly after a series of complicated image processes – the better the quality you put in, the better quality you get out again.



With the help of *OpalPaint*, you can create some truly wonderful 24-bit images.

PERSONAL PAINT

The paint package which has won the accolade of being included in the next Amiga bundle is *Personal Paint* version 4.0. *PPaint*, as it's affectionately known, can deal with all graphics modes up to 256 colours. There is also support for loading and viewing 24-bit and HAM images, although you can only work on these in 256 colours.

As well as the standard tools we have already mentioned, *PPaint* has several unique functions. Possibly the most interesting of these are the image processing facilities. These processes can be applied to complete images, brushes or user-defined areas of the image. The processing is carried out on the image using one of several methods. The most common of these are convolution and popularity matrices. These are simple mathematical functions which are applied to the colour values of each pixel in turn. The results can be quite dramatic as we will see.



1 First take any picture, preferably one with quite a few colours in it. This picture of a clown is one of the demo images provided with *Personal Paint*. It is a 320 x 200 pixel, 256 colour picture, so it will make a splendid basis for our experiments.



2 Apply one of the processes on the whole image. This is called Watercolour and is supplied with *PPaint*. It effectively reduces the number of colours used and creates a more shaky, hand-drawn effect. The line shows how far the process has reached.



3 Now we apply another process. There are over 25 effects supplied with *PPaint* and if you don't like any of those, you can always create your own. We will use the texture effect next.



4 The texture process has simulated a textured backdrop for the image – a kind of canvas effect. The image has lost some detail though and the whole thing appears to be more diffused.



5 We can create our own process in *PPaint*. This is an example of a convolution matrix. The matrix is applied to each pixel in turn. The values in the cells determine the result.



6 The modified blur process we created in step 5 results in a washed-out image with reduced colour range. You can generate almost any effect with the right matrix.

But what exactly is a bitmap paint package? Graphics on the Amiga, and indeed many other computer, are composed of little tiny dots known as pixels (short for picture elements). These are arranged in a grid on the computer screen to make up a picture. So a paint package is really just a tool that allows you to choose the colours of these individual blocks.

SIMPLE TOOLS

Of course, choosing the colour value of each pixel in turn would be a bit of a slow and tedious process. Even the most primitive paint package has to have some easier method of painting an image. The obvious analogy, and the one that has been adopted by computer paint packages since the days of the first colour home computer, is with a more conventional artist's tools.

The artist would have a palette with several paint splats on it from which they could make up the colours they want, and they would probably have a selection of different-sized brushes.

In computer terms, the palette is the part of the art package where the colour values are chosen. On the Amiga, as with every computer system, you are limited to how many different colours you can display on screen at once. This is due to the memory requirements and hardware restrictions of working with bitmap graphics.

Colours for computer paint packages aren't quite the same as colours that come out of a tube. Colours displayed on a television screen are made up of red, green and blue components. Each colour on a computer art package is also made up of red, green and blue components, usually controlled on a slider.

On an AGA Amiga, the values for each component can range from 0 to 255, giving a total of 16.78 million colours to choose from. In practice, the human eye cannot distinguish between that many colours, so it should be good enough for even the perfectionists among us.

ASPECT RATIO

The aspect ratio may not seem important to you when you are actually drawing things on the screen, but it can become very important when you are printing out.

The individual pixels which make up your screen image are not exactly square – they are slightly rectangular. Depending on the particular Amiga screen mode you are using they may be more or less rectangular.

The ratio of the width to height of the pixel is known as the aspect ratio. The ratio for the average TV display is 16:19. The problem is that when you print out your work, the aspect ratio of your printing device may not be the same, resulting in a distorted image. Fortunately, most printer drivers do take this into account.



Brushes are simply made up from patterns of dots. Usually the paint package will have a selection, ranging from a single pixel, to brushes several pixels in each direction, and either square or circular in shape. In all but a few paint packages you can also create your own brushes, simply by copying a section of the main image.

Once you have your brush, simply select a colour and get painting. Painting freehand is not always going to get the best results, especially because the mouse is a difficult tool to master. For this reason, you will have simple shape drawing tools. *Personal Paint*, for example, has square, circle, ellipse, line and curve tools. These simply drag your chosen brush in a perfect geometric shape to aid your accuracy. You can move the mouse to change the shape as long as you keep the button pressed down. Only when you release the mouse button are the changes to the image rendered.

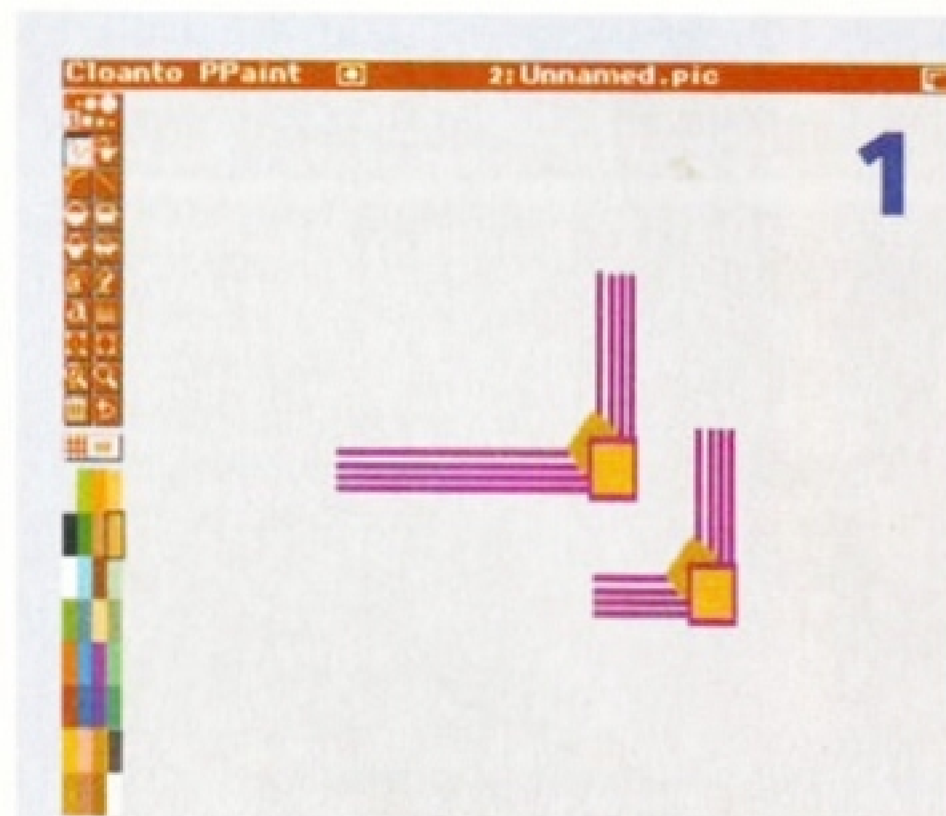
GOING DEEPER

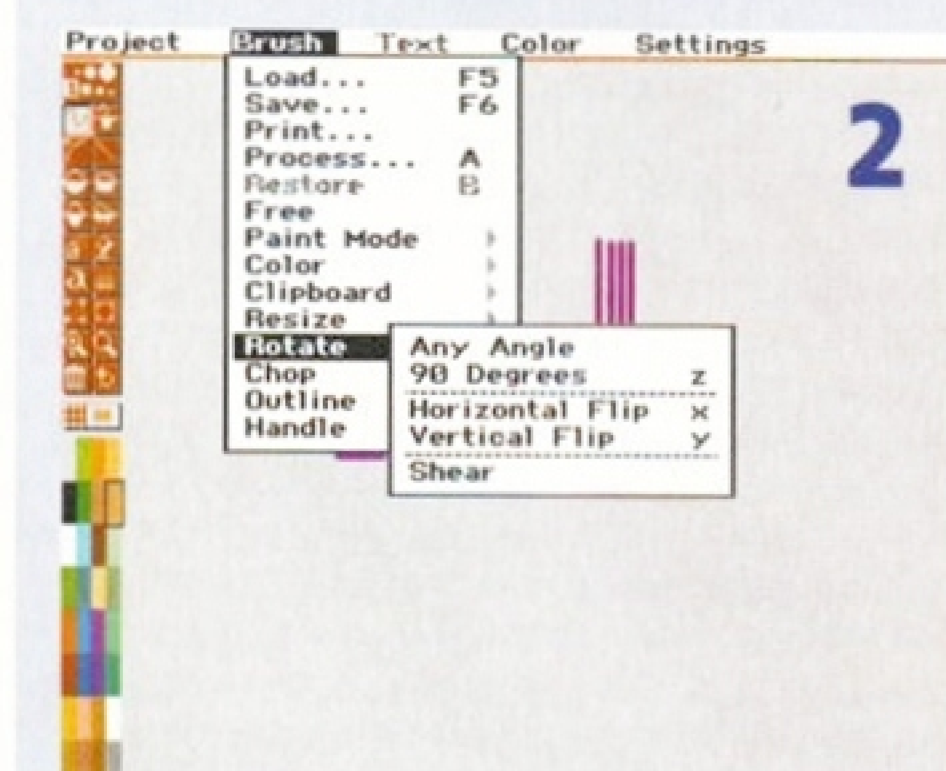
After that, paint packages tend to differ. Most will offer many different paint modes. These will control how the pixels in your brush change the pixels on the 'canvas'. A basic replace operation is fast and easy to understand, but that is not how real painting works. If you are painting with watercolours, when you paint over a colour already on the image, it isn't simply replaced. And with oil paints, even more complicated blending goes on.

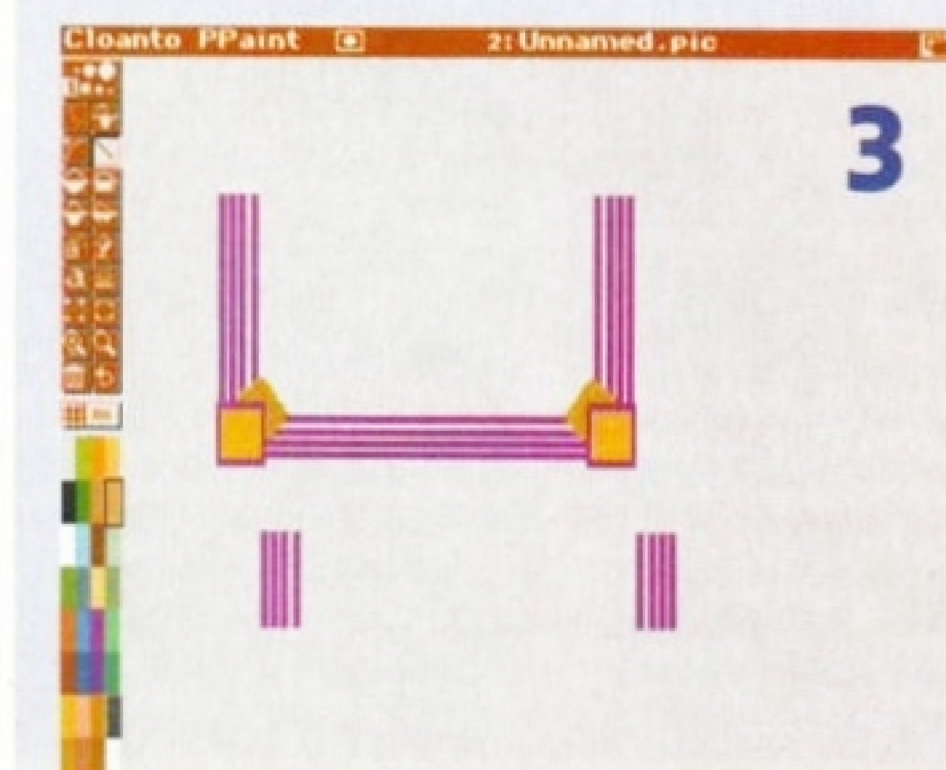
Continued page 33

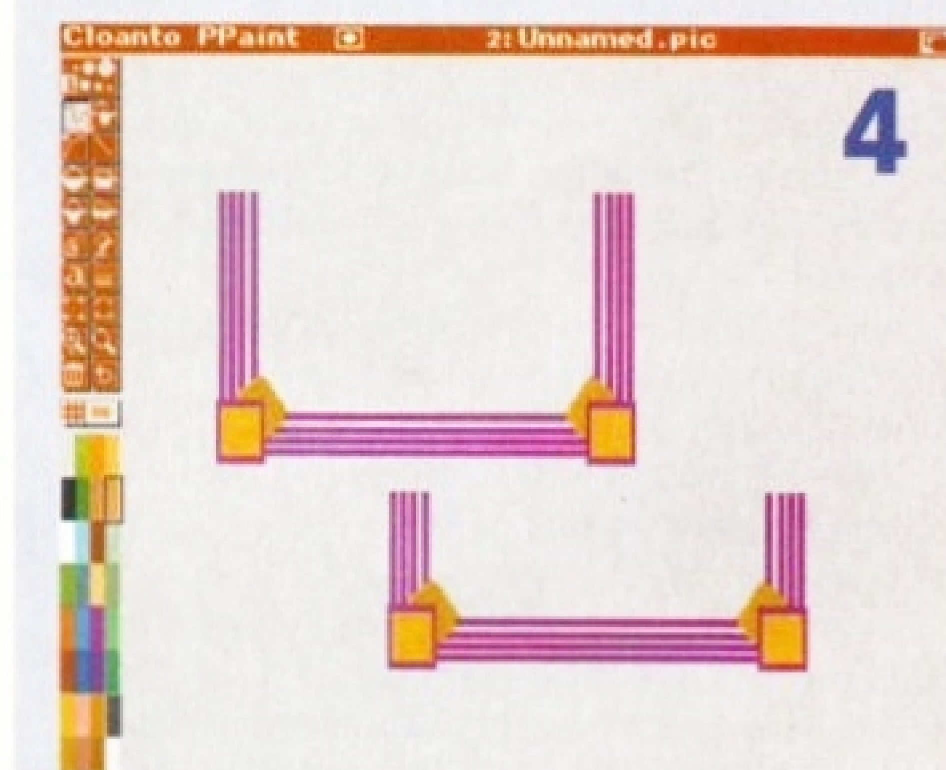


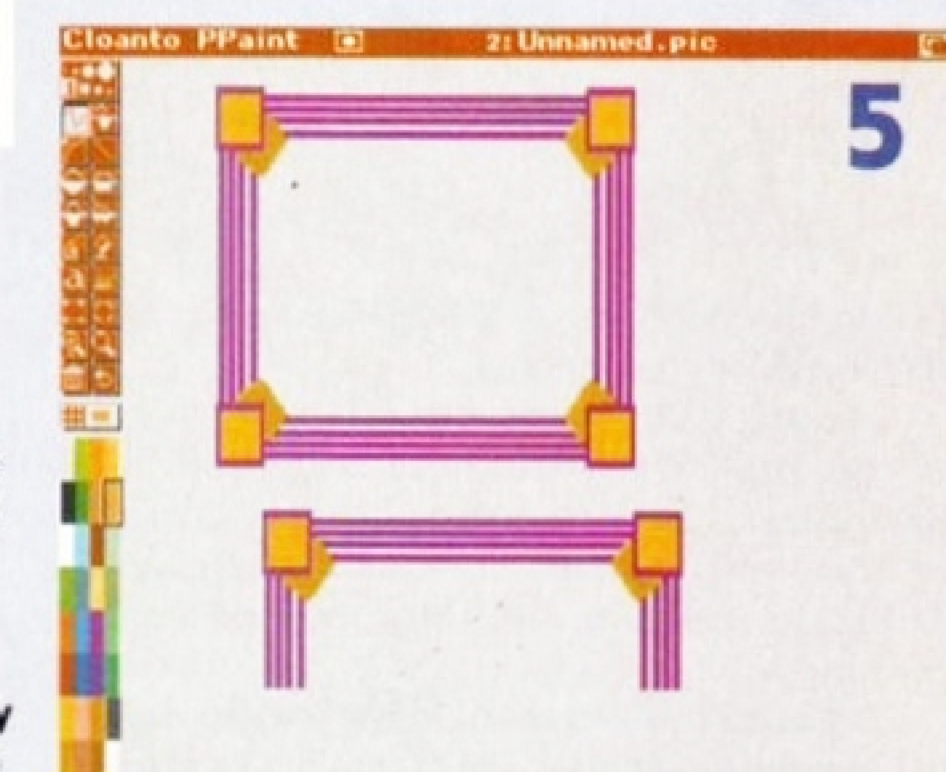
Very few Amiga paint packages support the *ARexx* macro language. *RPaint* is one of the lucky ones.











HOW TO GET THE BEST EFFECTS USING BRUSHES

1 **Having (badly) drawn one corner of the intended picture frame, we can clip off the corner and use it as a custom brush.**

2 **This menu shows how you can manipulate a brush with *Personal Paint*. We want to create the bottom left corner now, so all we have to do is rotate by 90 degrees.**

3 **Hurrah! The bottom of the frame is done. Now by cutting a brush from a horizontal strip we can elongate the sides. This can be produced with the line drawing feature.**

4 **Now we can clip the entire bottom of the frame to use as a custom brush. This time, all we need to do is to flip the brush about the x-axis to make up the top of the frame.**

5 **Now the top of the frame is complete. Obviously you can now pick up the entire frame as a brush and place it anywhere you like.**

FILE FORMATS

Saving a picture to disk might seem very simple when the menu options are presented, but behind the scenes a lot of work is going on.

The image data is stored in memory in 'raw' format, and it needs to be copied into a file along with information describing the picture's dimensions and the colours used in it. This takes time, and if the image is to be compressed to save disk space, it takes a fair bit of cunning as well.

IFF

The standard Amiga format, IFF stands for Interchange File Format and IFF files can contain everything from text to sampled sounds. The specific IFF format used for pictures is usually ILBM, which stands for InterLeaved BitMap.

The IFF standard is very flexible, and it needs to be: there are hundreds of possible Amiga screen sizes and colours. Basically, an Amiga image can have any size up to about 32,000 x 32,000 pixels square with 16 millions colours but in general images usually conform to sizes which can actually be displayed.

For this reason file sizes of 320 x 256 with 32 different colours are common (low resolution), as are 640 x 512 in 16 colours (high resolution). Newer Amigas fitted with the AGA chip set can now display 640 x 512 pictures in 256 different colours, or use a special HAM8 mode to display many thousands.

A good IFF compatible loader will deal with these formats, but older software might not have followed the official recommendations to the letter and might behave unpredictably when faced with a new, improved image.

GIF

The GIF format is in very common use in the IBM/Clone PC market. These computers have a video standard called SVGA which allows images to have up to 256 different colours. GIF files never allow more than 256, although the data contained in the file is usually pretty well compressed. If you are looking around Bulletin Boards, most pictures you find are in GIF format. Several Amiga programs load and save them, and there are several GIF 'DataTypes' available in the Public Domain. When used with a program such as *Multiview*, the DataType allows GIF images to be loaded and displayed.



Personal Paint **can deal with a number of file formats, including JPEG and GIF.**

JPEG

Unlike other file formats, Joint Photographic Experts Group (JPEG) doesn't try to store the file perfectly. Instead it performs a series of mathematical processes to try and store only the information that is essential to allow the image to be recognised. Very fine details are ignored, with the net result being a dramatic reduction in the storage space needed to contain the image file.

The JPEG system works best when large images containing many colours are used: a 24-bit (16 million colour) digitised images for example. When used judiciously, a compression ratio of almost 10:1 can be achieved, with very little apparent degradation of the image.

Not many Amiga paint packages can cope with JPEG compression, and unless you deal a lot with 24-bit pictures it isn't really necessary.

Again, there is a JPEG DataType available in the Public Domain which makes loading compressed pictures into *Multiview* possible.

JARGON BUSTERS

AGA – Advanced Graphics Architecture is the name given to the custom chip set found in the A1200 and A4000 machines. It allows up to eight bitplanes of colour data.

ARexx – An Amiga scripting language used to control many programs, from spreadsheets to DTP software.

CrossDOS – an *AmigaDOS* extension which enables the Amiga to read and write PC format floppy disks.

DataType – A file format extension system for *AmigaDOS*. Programs which open the DataType database can read files in many different formats.

Extra-Halfbrite – An Amiga screen mode which allowed 64 colours on screen – 32 normal colours and 32 that are half the brightness, hence the name.

EGS – Enhanced Graphics System. A standard for 24-bit graphics cards which is OS friendly.

GIF – Generic Image Format. An Image format popularised by the Compuserve information service.

IFF – Interchange File Format. A standard way of storing data of all types on the Amiga Interlace.

HAM – Hold And Modify. A system cheat that enabled older Amigas to display 4096 colours.

HAM8 – Hold And Modify 8 bitplane. An AGA version of the original HAM format, but now it can display 262,144 colours.

JPEG – Joint Photographic Experts Group. A file format developed for photorealistic images which features astounding compression ratios.

Pixel – PIcture ELement

PCX – An image file format popular on the IBM PC.

RTG – ReTargetable Graphics. A system where all the normal computer screen functions are transferred to a different display system, usually a 24-bit graphics card.

SCREEN DEPTH

Each screen, whatever its width and height, also has a depth. The depth is simply the number of bitplanes required to display the number of colours requested.

A bitplane is a section of memory reserved for the image, with one bit of information for every pixel on the screen.

For a standard 640 x 256 pixel screen, each bitplane would consist of 640 x 256 bits (= 163840 bits or 20K).

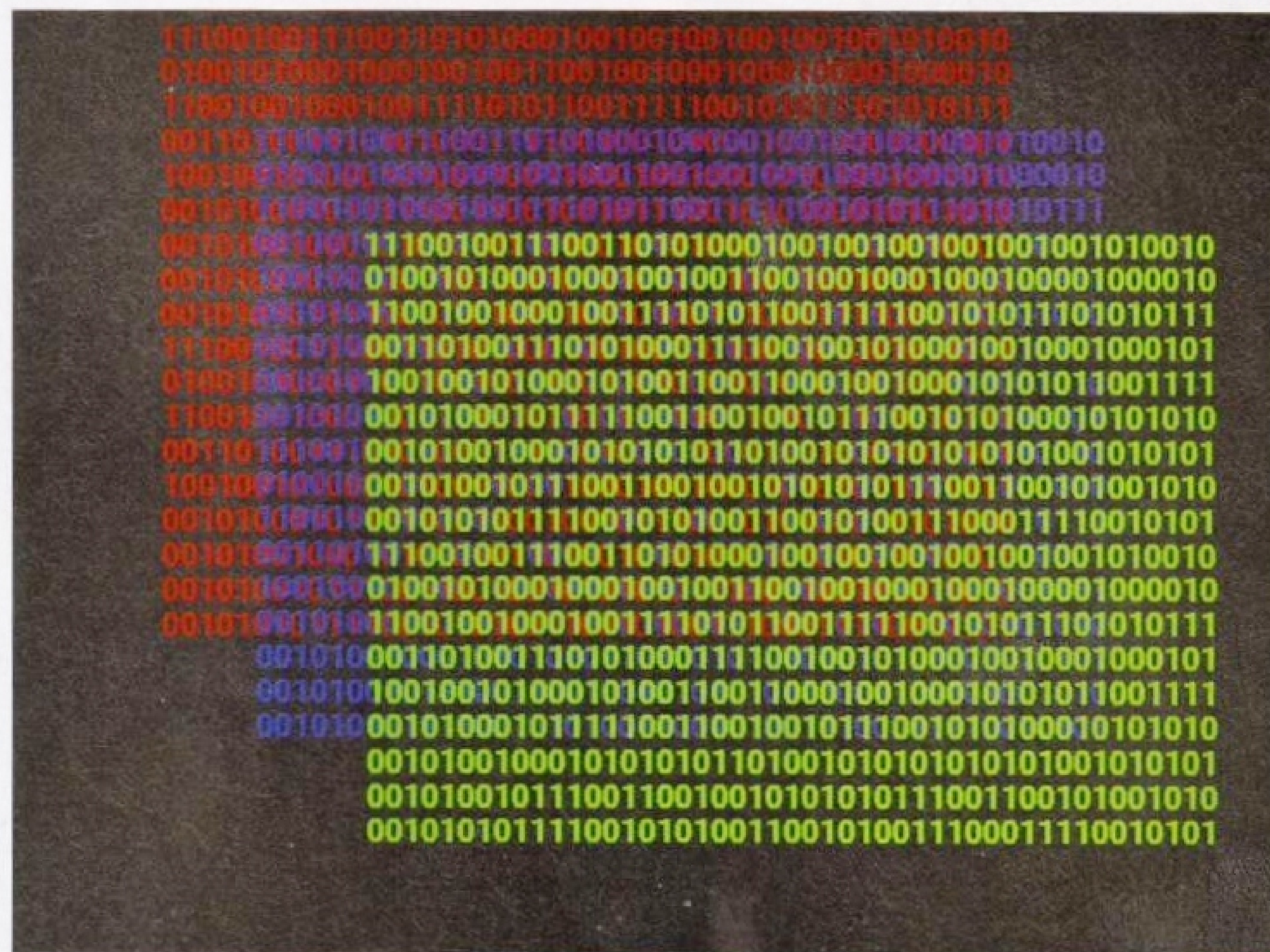
A two-colour image would only need one bitplane, because each pixel would be either on or off. For more colours, further bitplanes are added. With two bitplanes you get the following situation:

BITPLANE 1 :	0	0	1	1
BITPLANE 2 :	0	1	0	1

giving four possible combinations for each pixel displayed, or four colours.

On pre-AGA Amigas, the maximum number of colours is 32, or five bitplanes. More colours can be displayed using operating kludges such as HAM or extra-halfbrite. AGA Amigas such as the A1200 can use up to eight bitplanes, giving 256 possible colours.

Because the Amiga uses this way to display it's images, many files are saved in this format.



Bitplanes are best thought of as pages in memory – the first bit on each plane contains colour information for the first pixel, and so on.

Some paint packages try to imitate these natural painting modes and certainly have more than just a basic replace mode. This goes to extremes in the case of *OpalPaint*, the paint package bundled with the OpalVision 24-bit graphics card, which simulates not only oil and watercolours, but also chalk and many textured surfaces for painting on.

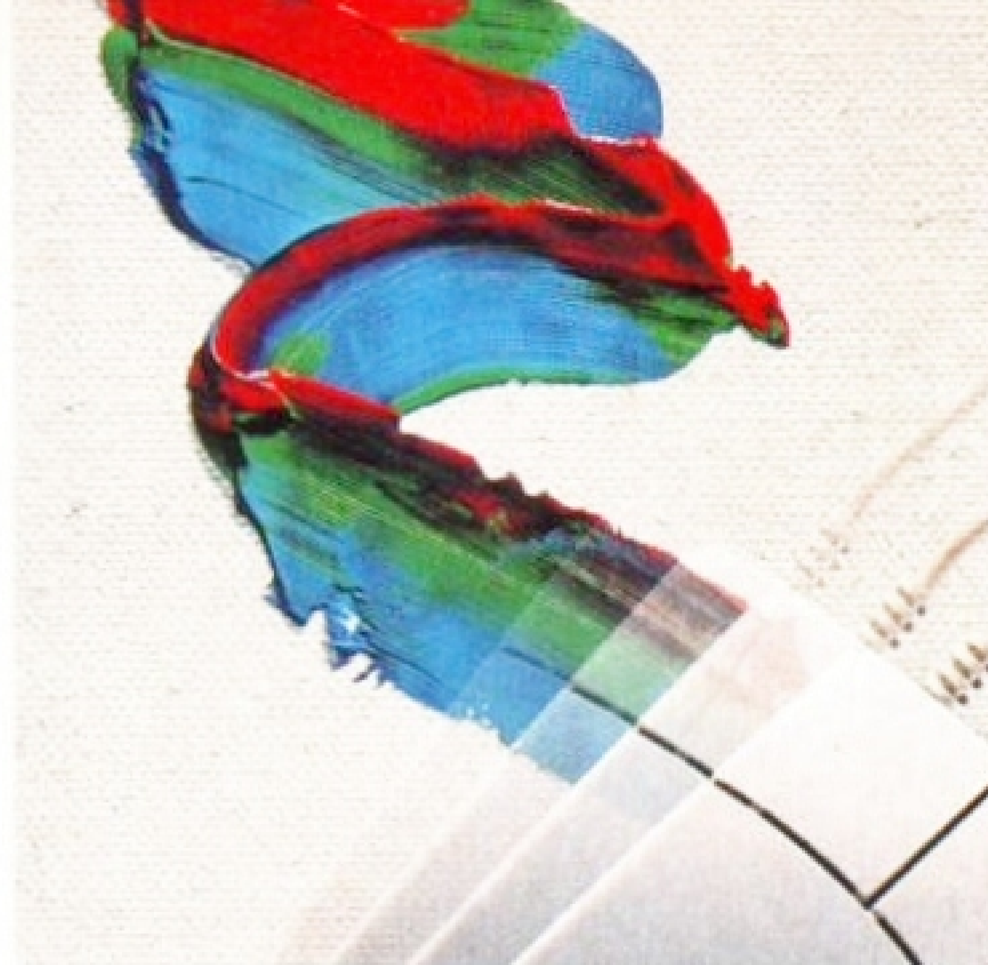
Perhaps more important for ease of use are some features that are unique to computer-based art, that is, custom brush handling. A custom brush, as already mentioned, is a group of pixels which has been copied from the main image. Even with a few simple controls, these brushes can be very useful.

In the sequence shown on page 31 we have drawn one (very rough) corner of a picture frame. That is all we need to draw, because the other corners are made up by cutting this corner as a brush and manipulating it to create the other corners.

A better way of automating your painted efforts is to use *ARexx*, the standard Amiga macro language. Unfortunately, very few Amiga paint packages support *ARexx*. One that does is *RPaint* from MegageM, but it only has basic painting tools.

Another feature you won't find on a normal paintbrush is text handling. When creating posters or flyers which only have a small amount of text, it is often more useful to place the text directly on the image rather than having to rely on a DTP package to do it later.

Text handling in paint packages has improved dramatically. Nowadays, all the main paint programs support the new Workbench scalable fonts, so there is no need to worry about what size your text is going to appear on screen – you can have any size you like. However, you can still use bitmap



fonts, which is useful because they are easy to find and are actually just as good for working with paint packages, provided they come in the size that you need.

Both *Deluxe Paint* and *Personal Paint* also support coloured fonts which are very useful for titling and general presentation work. These fonts are usually anti-aliased, which means that the pixel blocks are less noticeable in the display. Anti-aliasing can be performed by *Deluxe Paint* on all brush operations, which can cure the jaggie problems on all sorts of curved shapes.

WHY USE A PAINT PACKAGE?

So what is the point of a paint package? No computer set-up should be without one. They are an invaluable tool for generating graphics data of all types, from tables and diagrams to icons, titles for genlocking, animations and multimedia screens – when you think about it there are very few things on your Amiga you can do without using graphics. So why not create your own?

GET YOUR MASTERPIECE PRINTED

Sometimes a domestic printer is just not enough to provide the quality you need, but buying a high resolution colour printer is not really an option for most people. What you really need is to get it printed out by someone else.

There are print shops and bureaux around the country which make a living from outputting other people's work. Not all of them are Amiga literate, though – in fact, many of them have probably never heard of your favourite computer.

There are two solutions to this – either you can find a bureau which knows of the Amiga, or you can trick the ones that don't. Although your selected target may not have heard of the Amiga, they are bound to have heard of the IBM PC. This is your big opportunity to pull the wool over their eyes. If you have a version of Workbench with *CrossDOS* included, you can easily save your pictures on to a PC format disk. If you don't have WB2.1 or better, there are many PD utilities such as *MessyDos* which can do this for you. (See the Workbench Tutorial on page 160.)

Find out what equipment the bureau has. If they are using Macintosh equipment, they can usually handle standard IFF files on a PC disk. If they use PC equipment, it would be better to save the file in a different format such as PICT or PCX.

Next month we will be starting a series of tutorials which will be equally useful to both *Personal Paint* and *Deluxe Paint* users. The series begins with the basics, but we'll soon have you creating masterpieces better than anything hung in the Norwegian National Gallery. Don't miss it!

Continued overleaf

DELUXE PAINT IV AGA

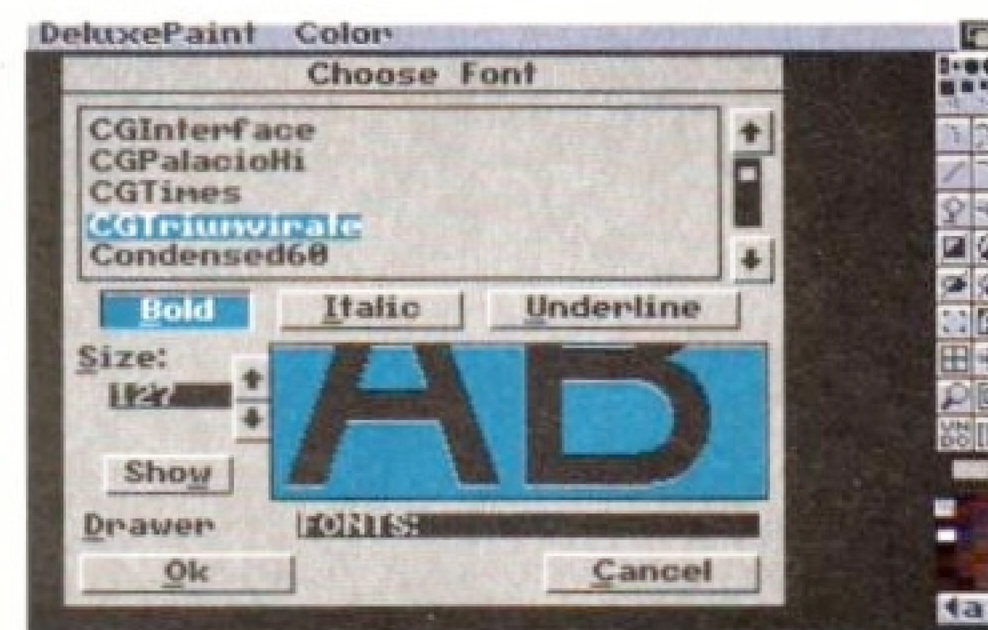
***Deluxe Paint* is probably the best known paint package on the Amiga, if not on any system. The reason for this could be that *DPaint* has been included in virtually every Amiga bundle – until now. This is a bit of a shame really, as *DPaint* has quite a few features not found in any other art package. It has some of the best animation facilities and many painting modes such as smear, shade and smooth.**

One thing that it does share with programs like *PPaint* is the stencil function. In high-end image compositing these stencils are known as alpha-channels, but they are easier to imagine as stencils.

Stencils are masks which enable the artist to lock certain colours in the image to prevent them from being modified. This can be very useful when performing block pasting or drawing operations which may change a large area of the image. Here we will see how it makes it much easier to add multicoloured text to an image.



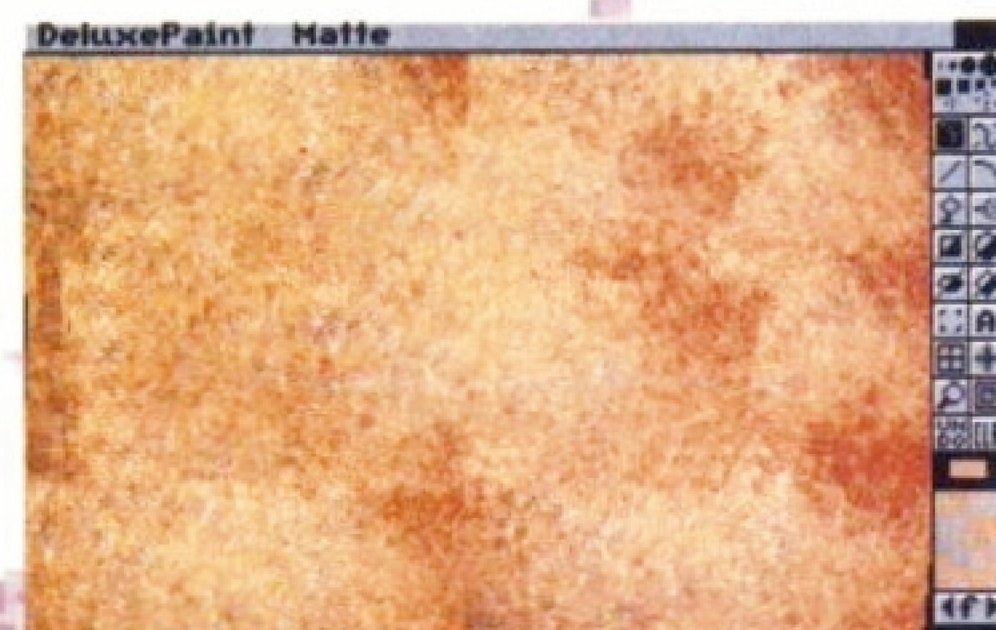
1 A stencil is a useful thing. Let us suppose that we want to add some nicely-coloured text to this picture of a cheetah.



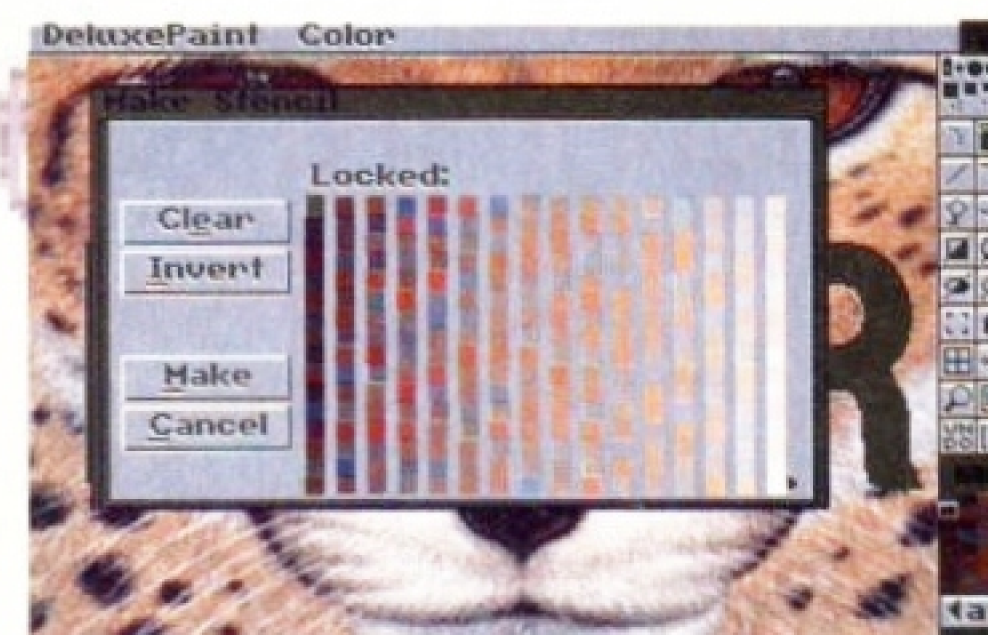
2 Press 'j' to get to the scratchpad area and left-click on the text tool to bring up the font requester. We'll have a nice big one.



3 Picking up our text as a brush, we have gone back to the first page and placed it. A drop shadow would be nice, so we have placed it in black first. Use colour mode and paste it as white on top.



4 Flip back to the scratch page and create a colourful mess to fill your text with. Remember to use colours that are present in the image.



5 We want to mask out everything but white, so make a stencil where all the other colours are locked. This will protect the cheetah.

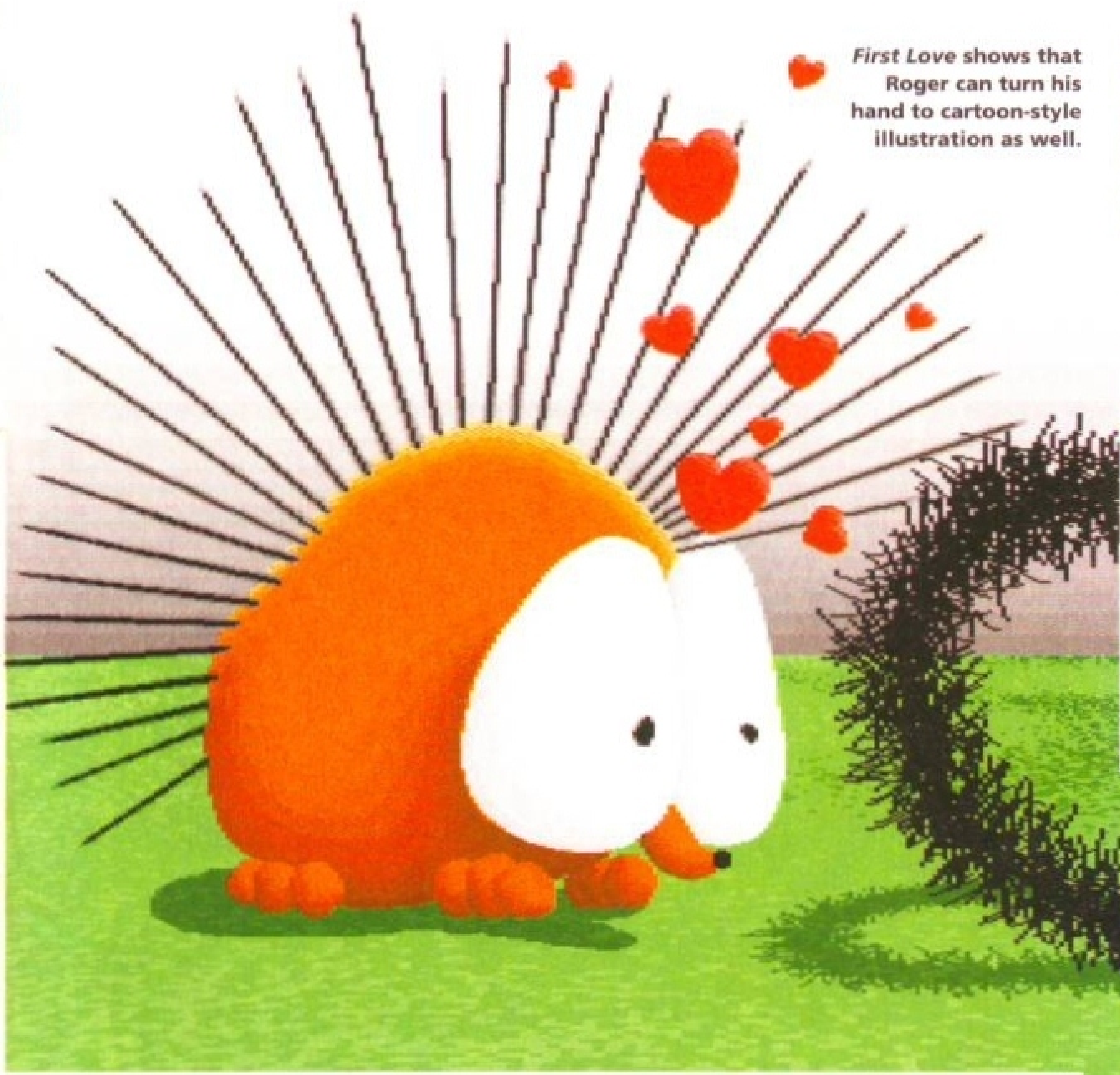


6 Now we can place our brush all over the text without fear of disturbing the nice picture.

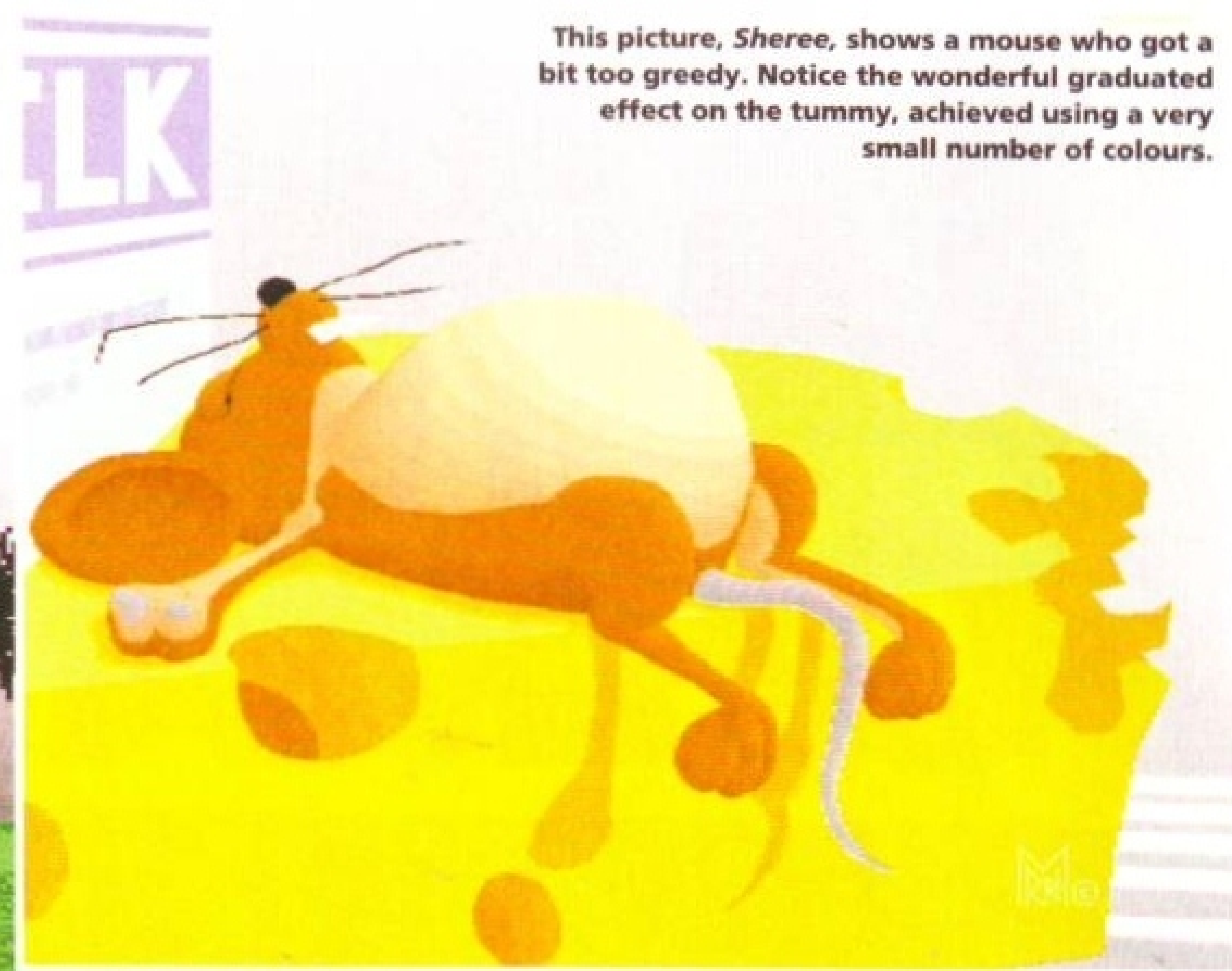
PICTURE POWER

To show you just what you can achieve, we'll finish with a showcase of the work of a talented New Zealand artist, Roger Entwhistle. Just look at what he's produced on his Amiga. Roger, we salute you...

This astounding image shows that you don't need to stick to the dimensions of the screen. This image would take up several screens if displayed on an Amiga.



First Love shows that Roger can turn his hand to cartoon-style illustration as well.



This picture, *Sheree*, shows a mouse who got a bit too greedy. Notice the wonderful graduated effect on the tummy, achieved using a very small number of colours.

This is just a small selection of the sackloads of great artwork we receive here at *Amiga Format* every month. These images have all been generated in bitmap paint packages and there is no reason to suppose that you couldn't do the same with a bit of help, although the artist in this case is obviously very talented.

But with an Amiga, you don't have to have a steady hand and keen eyesight to create stunning works of art, as we shall be demonstrating in forthcoming issues.



The ironically-titled *CatChow* shows an astounding use of colour to capture the underwater atmosphere.



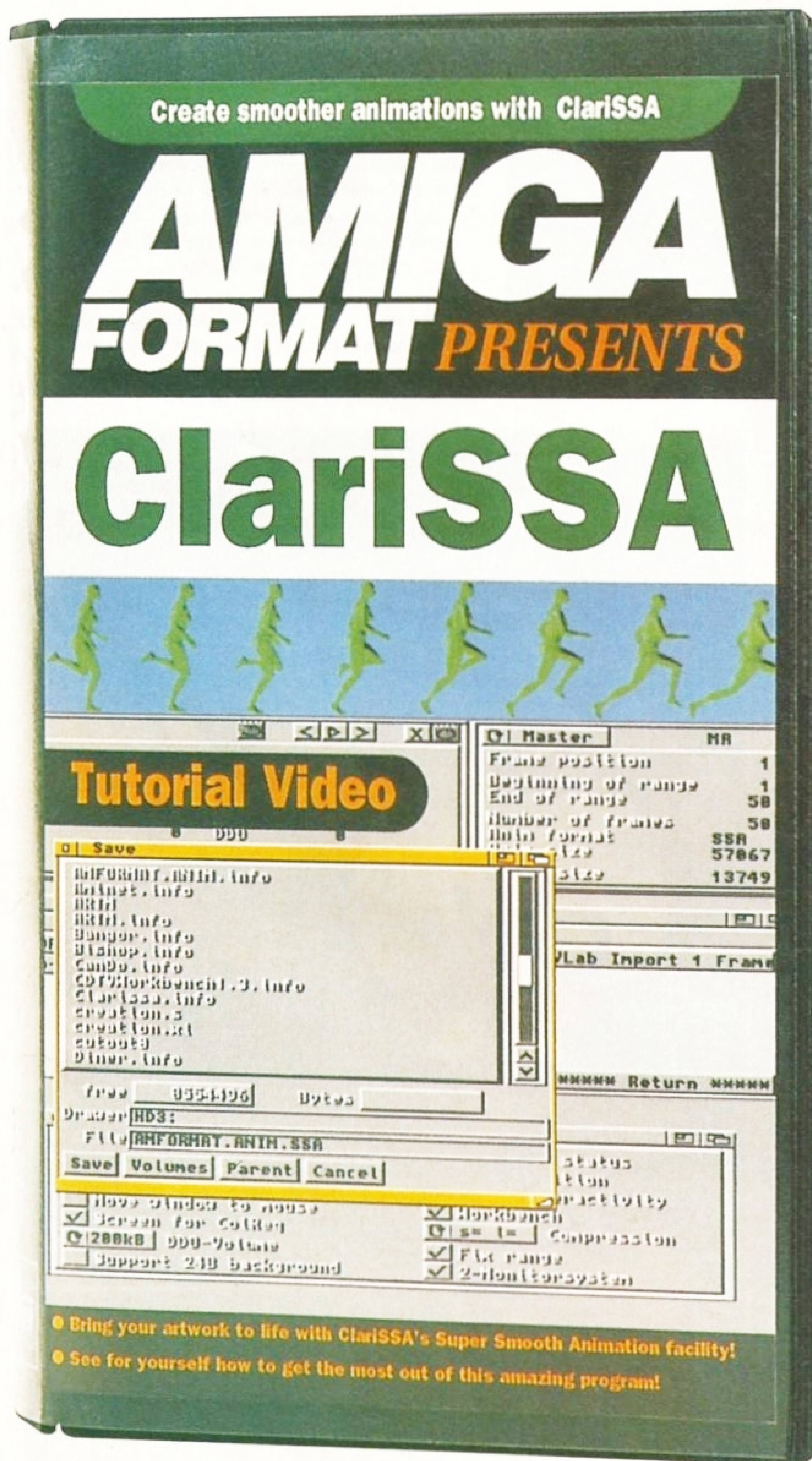
A gopher unexpectedly tunnelling up through a fish pond gets a nasty surprise. Check out the anti-aliasing on the edges of his eyes.

NEXT month

Next month we will be kicking off a new series of tutorials aimed at users of *Personal Paint* and *Deluxe Paint*. Don't miss it!

AMIGA FORMAT

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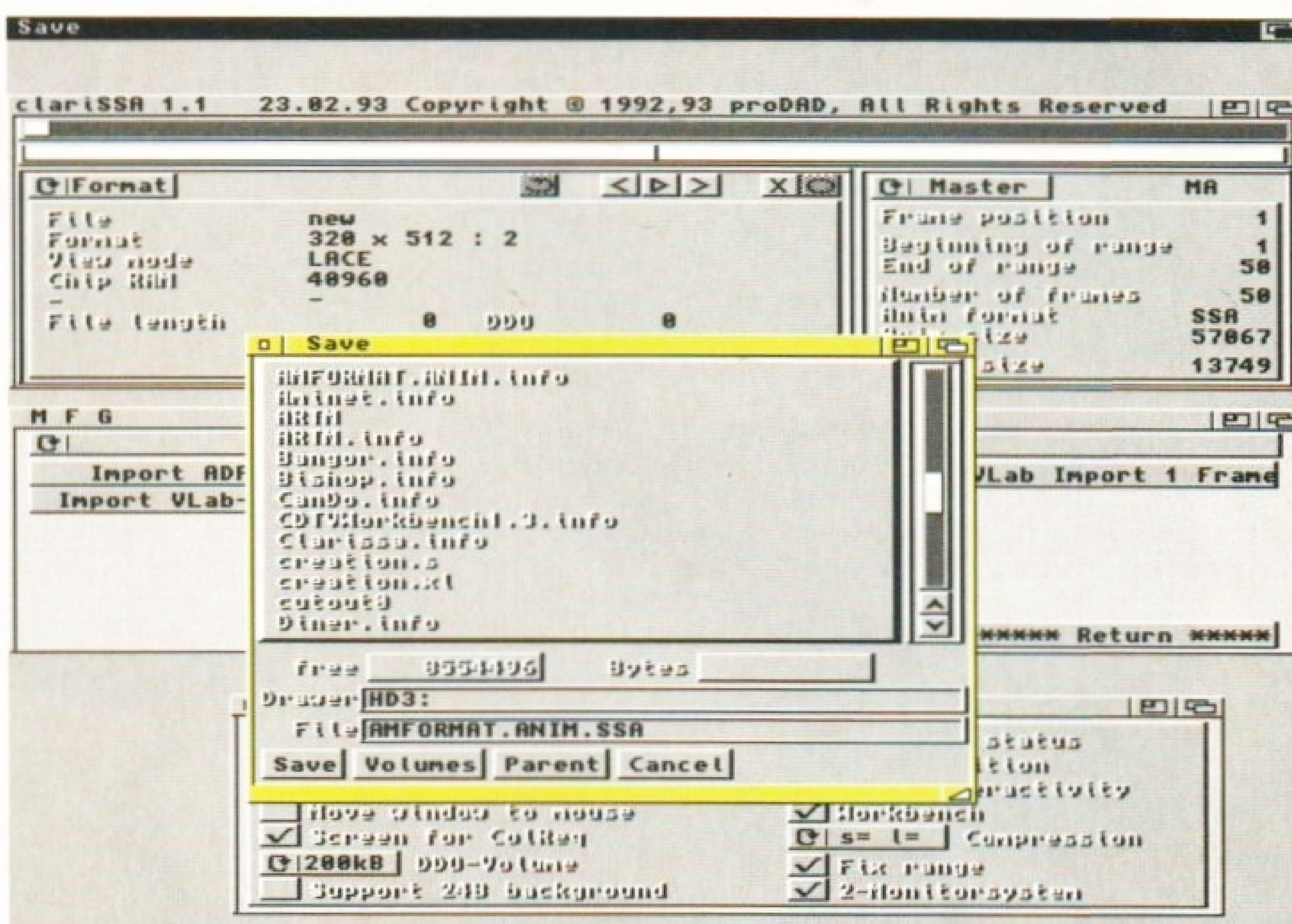
Also available: a free CD packed with Amiga samples.

ISSUE 61

On sale Thursday 23 June

CLARISSA FEATURES

- Anim 5 animations can be converted to SSA format for vastly improved playback.
- No palette limits: you can have a different palette for every frame.
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- Conversion to SSA format can include simultaneous change in resolution and number of bitplanes.
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- Full *ARexx* support with cross-control with other *ARexx*-compatible programs.
- Colour functions such as fading, colour chaos and lightning.
- Separate player program for SSA animations.



Next month, *Amiga Format* brings you the power of *ClariSSA* – the Super Smooth Animation processor.

Of course, getting to grips with a complex package like this can be a real headache – what you need is expert guidance...

Claim your free video and let *Amiga Format* take you through *ClariSSA* step-by-step. The video, (which will be on general sale for £14.99 once *AF61* has sold out) will be available *free* only to *Amiga Format* readers – you only have to pay the price of postage and packing.

This video has been specially created to complement the *ClariSSA* Coverdisk, and has been produced with the help of the *Amiga Format* team. So you know it'll be good.

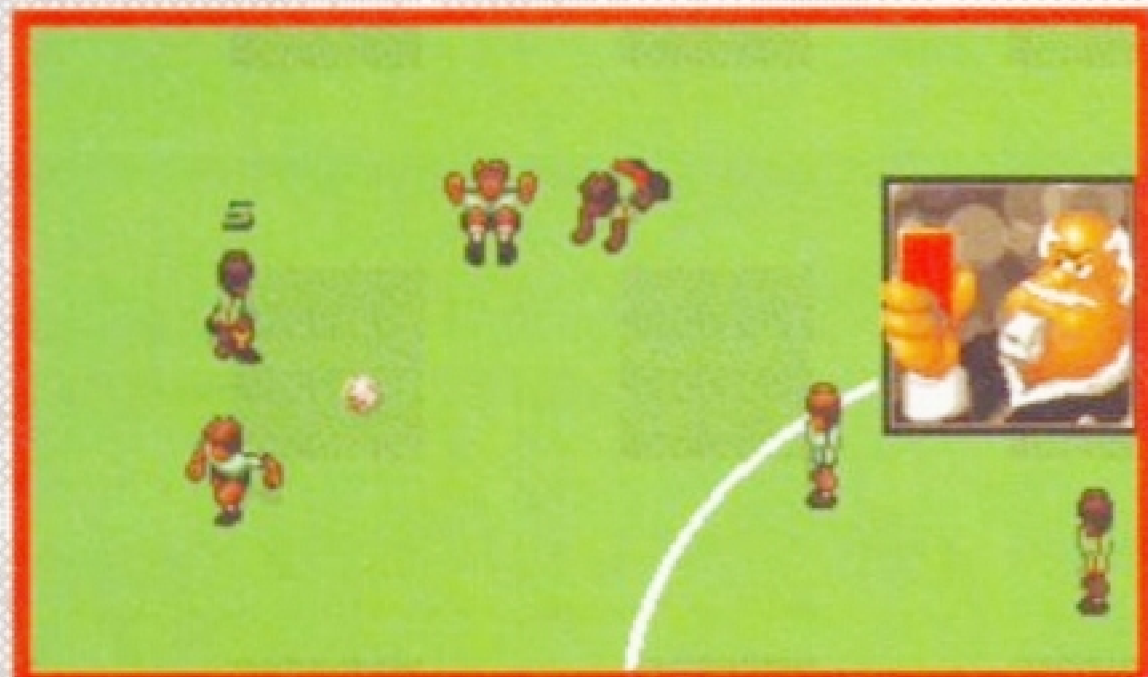
This is the first in a series of video guides commissioned and co-written by *Amiga Format*. See next issue for more details!



ON NEXT MONTH'S COVERDISK

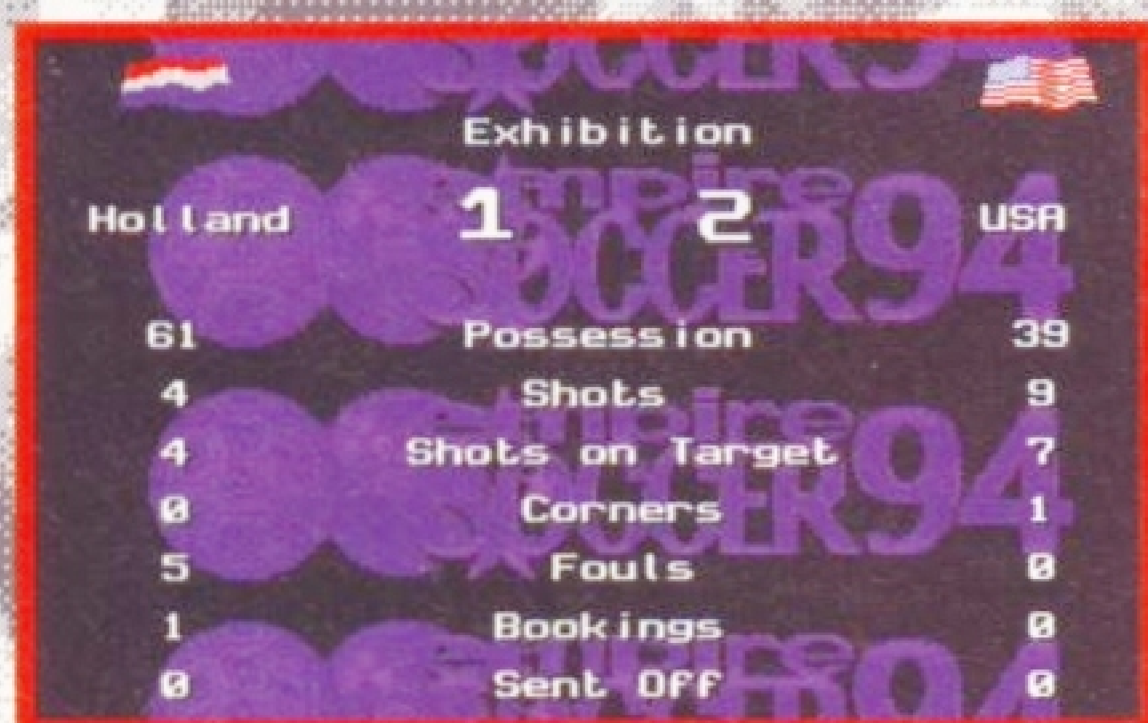
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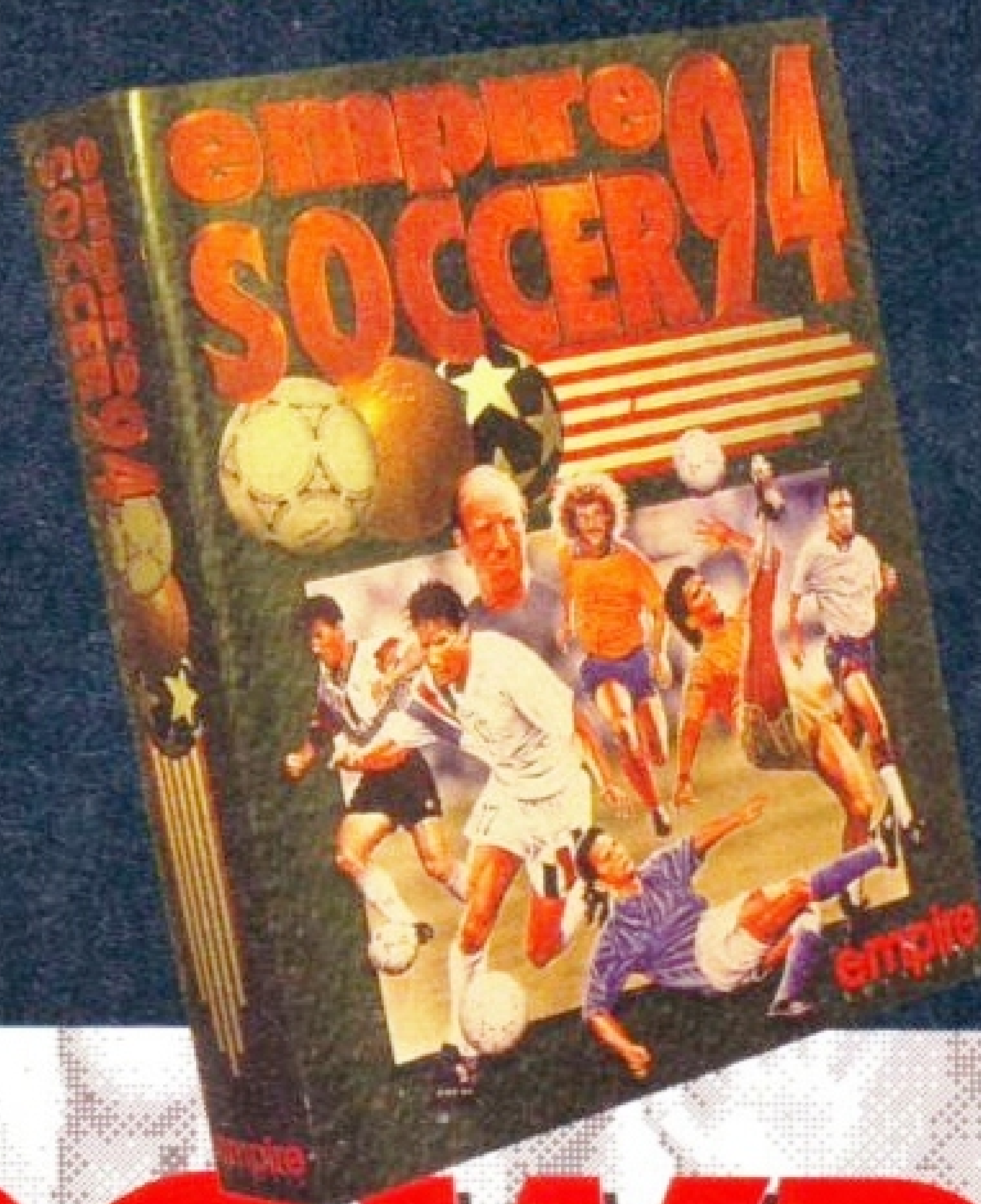
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Passing	Sendings off
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Keeper drop kicks	Bookings
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SCREEN PLAY

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VIOLENT TIMES



You can't turn on the TV, read a newspaper or listen to the radio these days without finding some old wet blanket blaming the country's moral decline on excessive computer game violence. Games like *Cannon Fodder, Syndicate* and *Mortal Kombat* have certainly upped the on-screen 'urgh' content, but does it mean you're going to turn into a deranged psychotic? Turn to page 48 to read our feature on violence in Amiga games.

Meanwhile we've been doing the rounds at the games industry's showcase, the ECTS, where we unearthed mouthwatering morsels aplenty including more details about *Sensible World Of Soccer* and the follow-up to *Laser Squad – UFO: Enemy Unknown.* Details are in Next Big Thing and Coming Attractions on pages 42-45.

The biggest game in this month's review section is undoubtedly *Elfmania*, Terramarque's much-vaunted beat-em-up. Its combination of gorgeous graphics and superb playability makes it one of the best fighting games we've ever seen with only *Ultimate Body Blows CD³²* (also reviewed this issue) coming anywhere near. The *Elfmania* review begins on page 52. Also subject to our unstinting gaze is *Sierra Soccer*, a World Cup contender that fails to live up to its promise. Find out why on page 80. Finally turn to page 97 for part one of our Gamebustin' solution to *Beneath A Steel Sky, Liberation: Captive 2* tips and more. Help is also at hand in, er, Helping Hand on page 101.

Rob Mead

REVIEWS



Syndicate American Revolt
Violent and addictive as hell. Do it to them before they do it to you. P56

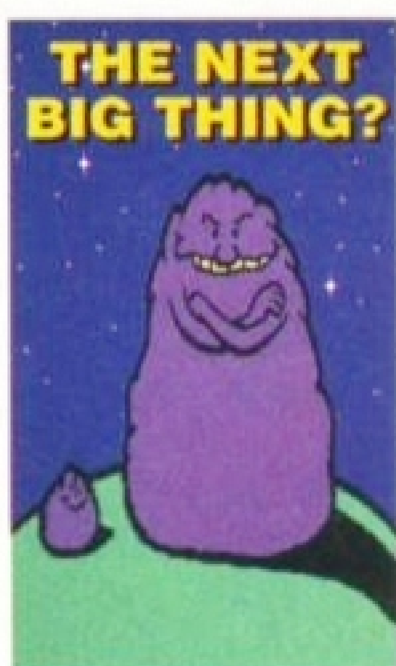


Wembley Rugby League
Relive the excitement of the Regal Trophy in this gripping rugby sim. P64



ELFMANIA

Join the elven hordes in their battle for glory in Terramarque's astounding beat-em-up. P52



CLOSE ENCOUNTERS OF THE ALIEN KIND

What have the United Nations, laser squads and cigar-shaped UFOs got in common? They're all stars of a futuristic new adventure game from MicroProse as Rob Mead discovers.



Because your squad is funded by the member countries of the United Nations, they all expect more than their fair share of protection from the alien hordes.

Long, ago in a galaxy far, far away, two guys called Nick and Julian Gollop released a game called *Laser Squad* on the Amiga. It was an instant classic. *Amiga Format* gave it a 93 per cent Gold rating and a whole new generation of game players were hooked.

Now, five years later, the Gollops have teamed up with strategy specialists MicroProse to bring you a greatly enhanced sequel.

UFO: Enemy Unknown takes the extremely addictive *Laser Squad* game concept and adds a novel twist. The original was essentially a top-down shoot-em-up featuring squads of tooled-up soldiers intent on blowing each other to smithereens.



One of your aircraft strikes a direct hit against an incoming UFO. Yowsa!

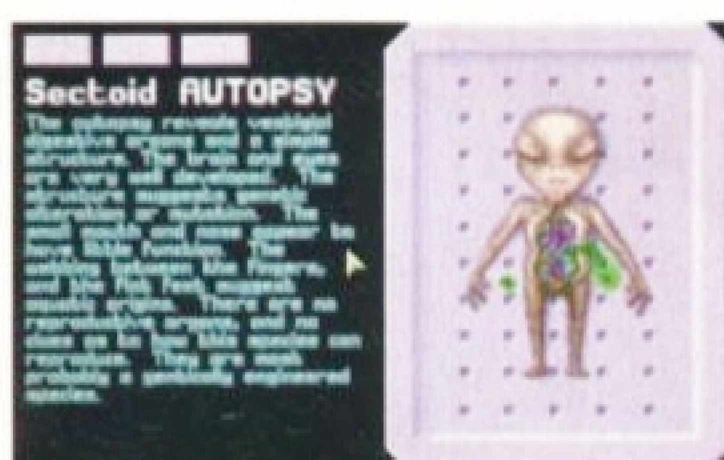
Alien armada

MicroProse have worked closely with the game's original programmers, which shows in the improved arcade style and the introduction of a new strategy element based around an alien invasion of Earth.

The plot revolves around the world's governments, military and scientists trying to cover up the fact that our planet is visited daily by an armada of extra-terrestrial scout ships. As the alien activity increases, the United Nations panics into setting up a special task force to deal with the problem. You are the commander of that task force.

UFO: Enemy Unknown uses a point-and-click control system and is based on a fully-working model of the Earth, called a Geoscape, which features textured landscapes and a night/day cycle which plunges parts of the planet into darkness according to the hour. There's also a random mission generator so you'll never play the same game twice.

In the strategy section of the game you have to establish worldwide bases for your operations and try to juggle the defence needs of different countries while finding funding for weapons, research, workshops and so on. You also have to keep an eye on alien activity via a network of spy satellites so you can launch attack aircraft when particular countries are threatened.



Captured aliens provide useful information about the physical strengths and weaknesses of their race.



This conventionally-powered Interceptor aircraft is your first line of defence.



The *Laser Squad* section of *UFO* sets you on a series of seek-and-destroy missions against the invading extra-terrestrials.

Battle sequences

The *Laser Squad* section of the game arises when you deal with the survivors of the enemy UFOs you bring down. A squad of eight soldiers is sent to the crash site which is viewed in isometric perspective so buildings and vegetation take on a more solid 3D appearance.

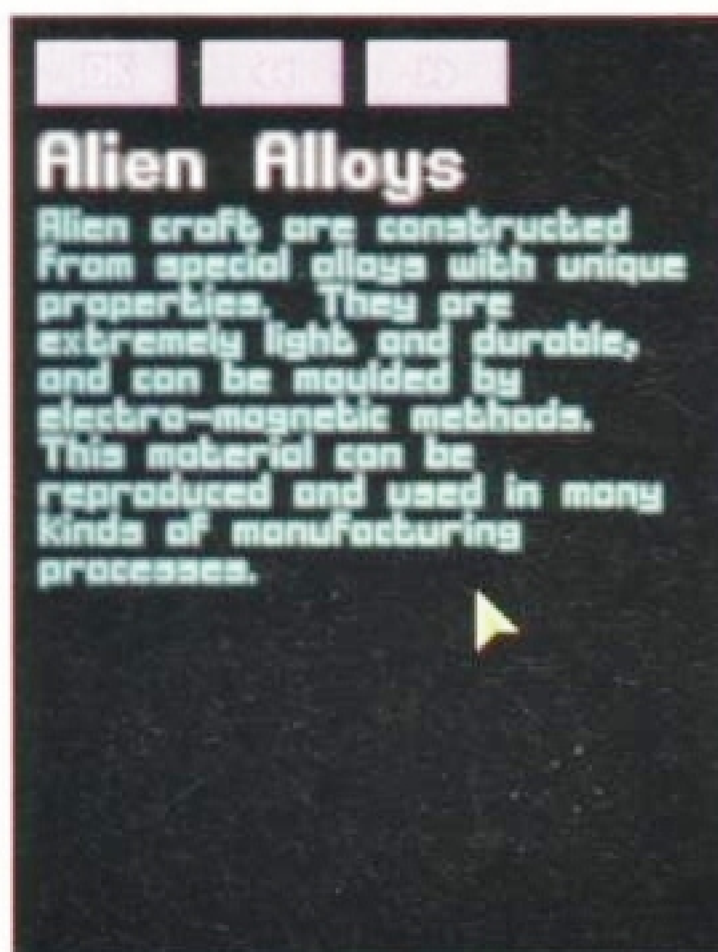
The battle sequences operate a line-of-sight system which means your men can only shoot at targets they can actually see and your field of vision is limited as a result, which really ups the tension. To make things more complicated, each of your men has a limited number of action points which are used when they move or do something.

This means you can't just wade into a battle, but you have to work out what each of your men can do without placing themselves in danger. It all adds up to a frighteningly fraught and exciting experience.

● *UFO: Enemy Unknown* is released on June 8, priced £34.99. Contact MicroProse on 0454 326532.



One of your objectives is to build bases for your operation around the globe.





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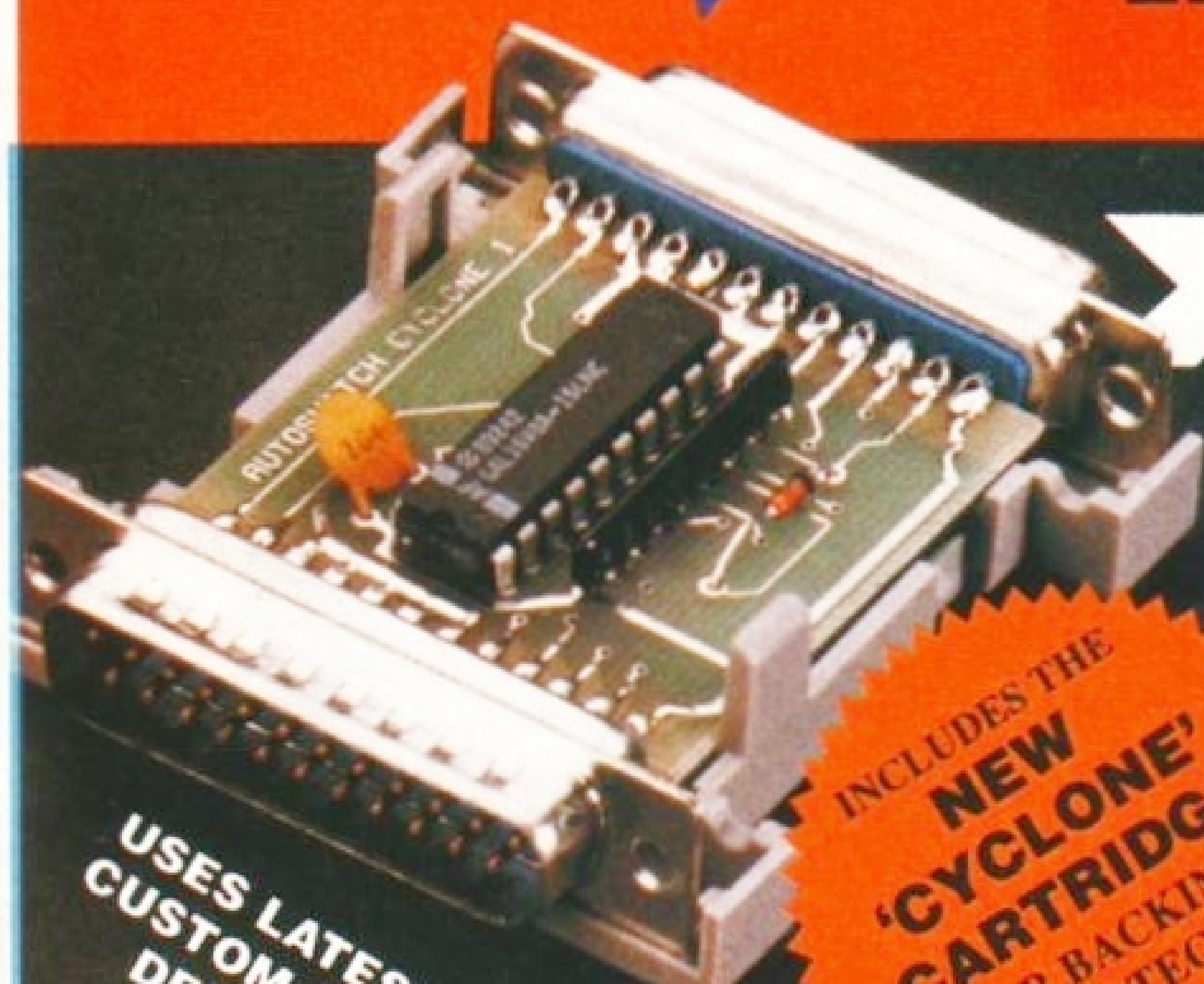
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COMING AT

Rob Mead gives you the complete rundown of the big-name games that are coming your way soon...

SENSIBLE WOR

Sensible Software look set to achieve the impossible this Autumn when they release a completely new version of their highly-acclaimed footy game.

Sensible World Of Soccer retains all the playability of the original, but adds a host of new features, including a full management simulation. Most startling is the inclusion of over 1,400 football teams from every league in every country around the world, each with accurate player stats, kit and monetary values. With a total of 22,000 players, the game features an international transfer market so you can poach footy aces from Brazil and stick them in your own Sunday Leagues, created from the DIY League Editor.

The inclusion of managerial aspects enables you to play the game on three different levels: purely as a manager, purely as a player or

STAY INFORMED!

Our up-to-the-minute listing of forthcoming releases

JUNE		
Banshee AGA, CD^{32}	Core Design	Violent vertically-scrolling shooty game
Big Sea	Krisalis	*Patrician*-style medieval trading adventure
Cannon Fodder CD^{32}	Virgin	Sensible's wonderfully addictive shoot-em-up
D-Day	Impressions	Electronic re-enactment of the big invasion
Darkseed CD^{32}	Cyberdreams	Graphic adventure with blood-curdling thrills
Dragonstone	Core Design	RPG from the creators of Darkmere
Detroit	Impressions	Build cars then sell them worldwide
Diggers CD^{32}	Millennium	Toby Simpson's neat puzzler
Dizzy CD Collection	Codemasters	Eggy adventures from the ovoid superhero
Empire Soccer	Empire	Graftgold cash in on the World Cup shenanigans
Formula One (prov title)	Krisalis	Behind-the-scenes management racing sim
Kick Off 3	Imagineer	All new version of acclaimed footy game
Legacy Of Sorasil CD^{32}	Gremlin	Absorbing and atmospheric isometric RPG
Man U Prem League CD^{32}	Krisalis	Licensed soccer action from Rotherham's finest
Overlord/D-Day	Virgin	Not a street party or spam fritter contest in sight
Soccer Kid CD^{32}	Krisalis	Brilliant and colourful footy-related platformer
UFO: Enemy Unknown	MicroProse	*Laser Squad* meets *Civilization* in space epic
Wembley Inter'l Rugby	Audiogenic	Famous stadium in licence shock
Wild Cup Soccer	Millennium	11-a-side equivalent of *Brutal Sports Football*
World Class Cricket CD^{32}	Audiogenic	Timely second showing for great cricket game
World Cup USA '94	US Gold	Arcade footy action with World Cup licence
JULY		
Cyberspace	Empire	Sci-fi adventure from creators of *Team Yankee*
Lords Of The Realm	Impressions	Medieval strategy game in *Kingmaker*-style
Skeleton Krew AGA, CD^{32}	Core Design	Space-age RPG in *Laser Squad*-style
Top Gear 2 AGA	Gremlin	Nothing to do with Jeremy Clarkson, apparently
Universe	Core Design	Futuristic follow-up to *Curse Of Enchantia*
AUGUST		
Alien Breed 2: Tower Assault	Team 17	Special edition of frantic top-down shoot-em-up
Bogart (prov title)	Grandslam	Something about greenies called Humphrey
Champ Mgr Super League	Domark	Latest instalment of footy management saga
Litil Divil	Gremlin	Hilarious cartoon adventure about pizza
Seventh Sword of Mendor	Grandslam	RPG with 71,000 locations



Dinomania looks set to erupt all over again when Cryo's prehistoric adventure *Lost Eden* arrives on CD^{32} later in the year.



Sensible Golf takes the *Cannon Fodder* game engine and applies it to Jimmy Tarbuck's trouser aerobics on the putting green.

BRING OUT THE BRANSON

Virgin Interactive have announced an impressive range of Amiga and CD^{32} games for release later in the year. Most impressive is *Lost Eden* CD^{32} from French programmers Cryo, the masterminds behind graphic adventure *KGB* (*AF42*, FG91%). *Lost Eden* takes you back to a dim and distant past when dinosaurs ruled the earth. Man has tamed the herbivores, but is engaged in a struggle for survival against the meat-eaters led by the fearsome T-Rex. To defeat the carnivores you have to rediscover the secrets of construction and build giant citadels to protect your people.

Lost Eden mixes strategy and adventure elements with gorgeously rendered 3D dinosaurs and exotic locations to discover. The game should be released in the UK in November. The price has yet to be announced.

Virgin have also snapped up the rights to Disney classics *Jungle Book* and *Aladdin*. Both games feature all your favourite characters and locations from the films, appropriate soundtracks and a unique dual-contour system which enables characters to interact with platforms in both background and foreground. Both games should be available for AGA machines only in November.

Finally, those hard-working chaps at Sensible Software are applying the same game engine found in their previous Amiga outings to a golf simulation. *Sensible Golf* places you in control of four little chaps, each with their own personality, who wander around a series of courses potting balls and getting stuck in bunkers.

The Sensibles have included all the world's major and a fair few minor golf tournaments, bags of humour and a whole caddy-full of surprises. *Sensible Golf* will also be available in November. For more details about any of the above games, phone Virgin on 081-960 2255.

KARTOON RACER

Grandslam aim to show Nintendo a thing or two with a racing game to rival the Japanese firm's *Super Mario Kart*.

Bump 'n' Burn is a cutesy race game set in the world of Toonia where, once a decade, eight top drivers get to show off their skills across seven different lands, including the Haunted Forest, War City, Polar Zone and Future World. Unlike Nigel Mansell, these guys stop at nothing to ensure they reach the chequered flag first, so you can have plenty of fun putting all kinds of obstacles in your opponents' path.

Available for all Amigas, including CD^{32}, *Bump 'n' Burn* looks incredibly slick and features a split-screen two-player mode, 16 different tracks, secret levels and a wide variety of wacky weapons. For more information about the game which should be released shortly, price £25.99, phone Grandslam on 081-680 7044.



Forget Nigel Mansell and those pathetic Indy Races, get to grips with Grandslam's frantic *Bump 'n' Burn* instead.

TRACTIONS

LD OF SOCCER

as a fully-fledged player-manager. However, if you're into customising and remortaging stadia, forget it. The Sensible's have wisely only included those management aspects which are crucial to the conduct of the match.

Other neat touches included in the game for the first time are referee and physio sprites as well as international sampled crowd chants for added realism.

Sensible World Of Soccer goes on sale in September, price £25.99. If you can't wait that long, Renegade are also releasing *Sensible Soccer International Edition* very soon, priced £19.99, which features all the teams and players taking part in this year's World Cup.

If you already own a copy of the original *Sensible Soccer* you can upgrade for a mere £8. Watch this space for further details.



Buster Bloodvessel writhes in agony after a brutal and deliberate foul by Thora Hird in the climactic final of *Sensible World Of Soccer*.



You can manage any team from any league and from any country in the world, just don't forget to send their kit off to the launderette.

LAWNMOWER WAR

There's still no sign of the Amiga version of *Lawnmower Man*, even though the sequel *Cyberwar* is set to be released on the CD^{32} in October.

In the original adventure gardener Jobe is turned into a psychopathic electronic monster by an ill-fated experiment conducted by scientist Dr Angelo. Naturally Jobe's more than a bit ticked off by this and pulls Dr Angelo into Virtual Reality with him to battle it out for eternity.

In *Cyberwar* Dr Angelo again pits his wits against the mighty Cyberjobe and also has to fight it out against the VSI mainframe computer's awesome weapons system.

The game features loads of stunning visuals – many of them taken from the *Lawnmower Man* film itself – there are oodles of 3D raytraced graphics and level after level of puzzles, traps and fearsome opponents.

For more information about *Cyberwar* contact Cyberdreams on 071-585 3308.



Cyberwar features fantastic graphics, many of which are from the *Lawnmower Man* film.



Lawnmower Man may not be released on the Amiga, but *Cyberwar* is due on CD^{32} in October.

TALKING VULCAN



Is speech adventure *Valhalla* the future of Amiga gaming, or just another gimmick in search of some decent gameplay? We'll let you know.

Ex-students Lisa Tunnah and Paul Hale Carrington have purged themselves of dodgy haircuts and yard-of-ale contests and are launching themselves into the Amiga games scene instead.

The pair's first project is a top-down 'speech adventure' called *Valhalla And The Lords Of Infinity* and is going to released through their own publishing company, Vulcan Software. What immediately makes this different from most other adventure games is the extended use of speech samples. Five of the game's seven disks are filled with them and the character you control throughout the game tells you about the objects he sees and how he feels about the things you make him do.

It's all very cutesy and the straightforward controls make the game easy to get to grips with.

Valhalla is released soon, price £29.95. More details from Vulcan Software on 0705 670269.

RUFF 'N' READY

Programmers Wunderkind have teamed up with top publishers Renegade to bring an exciting new platform shoot-em-up to the Amiga. *Ruff 'n' Tumble* centres around the heroic figure of Ruff Rogers who's sucked into a weird fantasy world run by the evil Dr Destiny and his Tinhead Army. You have to help Ruff defeat Dr Destiny by guiding him around four worlds and 16 massive levels. Ruff comes equipped with six different weapons, and there are plenty of power-ups to pick up on the way.

As well as A500 and A600 versions, Wunderkind are promising an AGA incarnation with enhanced 256-colour graphics and extra bonus levels. There will also be a CD^{32} version featuring Dolby Surround Sound which offers realistic cinema-style music and sound effects when used with a Pro-Logic system.

Ruff 'n' Tumble is released in July. You can find out more from Renegade on 071-481 9214.



Cutesy gun-totin' hero Ruff Rogers takes on the might of the Tinhead Army in *Ruff 'n' Tumble*.

JUNGLE FEVER

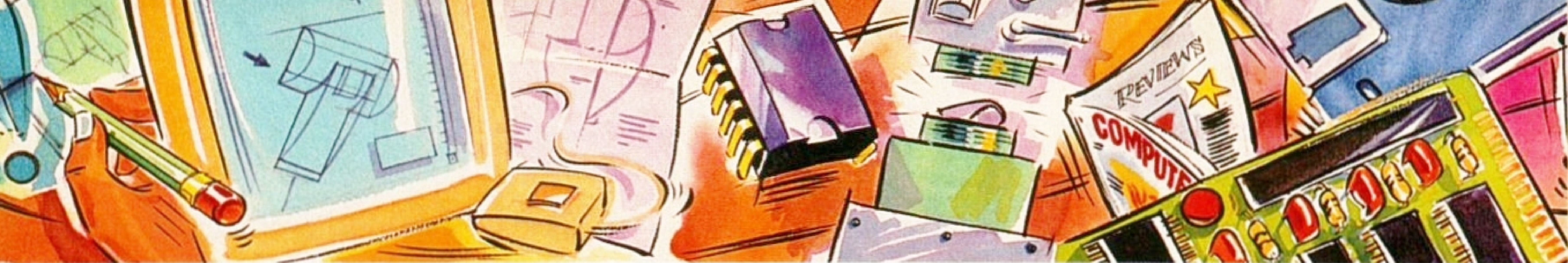
It's been knocking around Renegade's release schedule for ages, but Antipodean graphic adventure *Flight Of The Amazon Queen* finally looks set to arrive on the Amiga in November. Intended as a pastiche of Forties adventure serials, *Amazon Queen* follows the fortunes of pilot Joe King whose task is to deliver film starlet Faye Russell to the set of her latest movie.

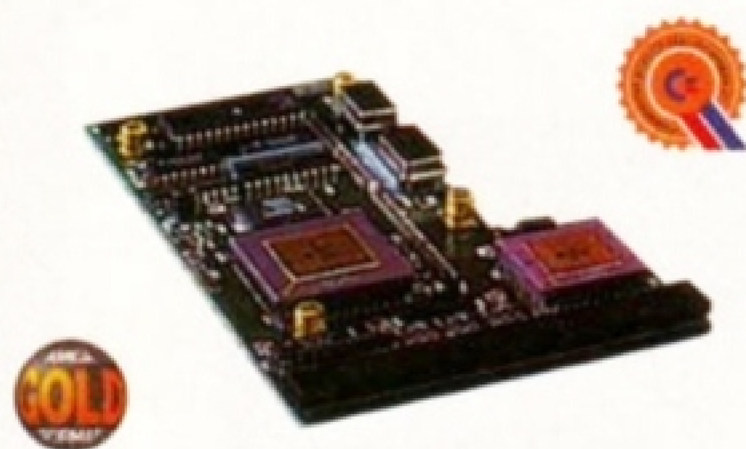
Disaster strikes when Joe gets locked into his hotel room by his arch rival Anderson, and then his plane is struck by lightning and crashes into the middle of the jungle. Cue guffaws galore as Joe encounters zealous missionaries, Amazon women and a nutty professor who plans to take over the world.

If the preview at the European Computer Trade Show is anything to go by, this is going to be a real stormer. More details from Renegade on 071-481 9214.



Helga and Karl were mortified. The American tourists had caught them in their lederhosen and summoned the fashion police.





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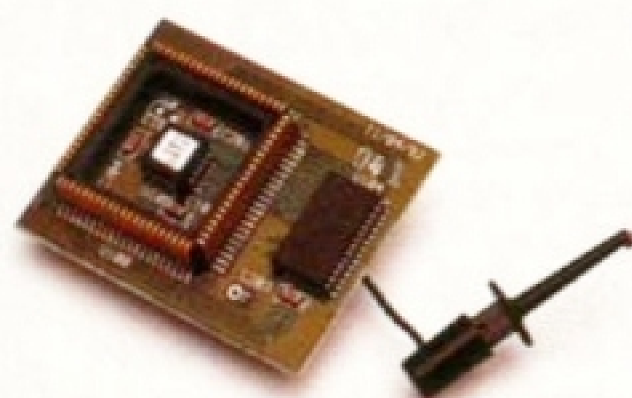
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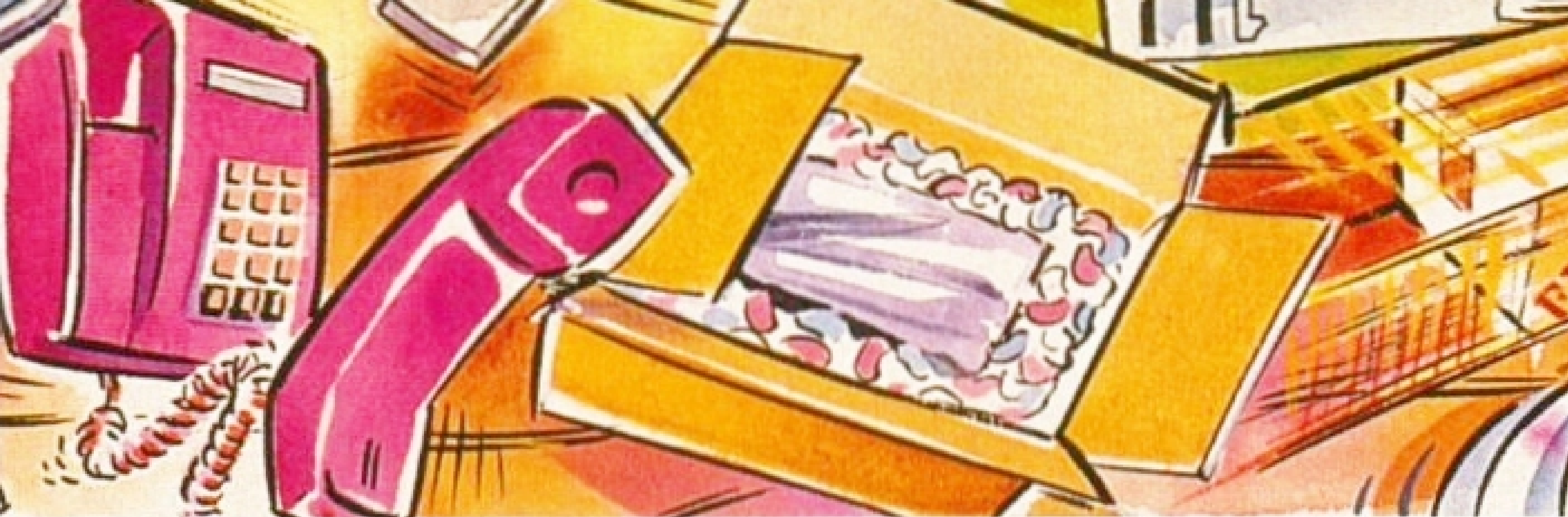
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STOP! YOU'RE KILLING ME

Blood, guts and destruction are an increasingly common sight in Amiga games. Rob Mead lifts the lid on a gory phenomenon.



It's grisly death scenes like this one from *Mortal Kombat* which have caused parents, MPs and media pressure groups to get all uppity about the content of computer games.


A rock star's indulgence in the joys of womanhood (ahem) is abruptly brought to an end by an assassin in *DreamWeb*.

Empire's *DreamWeb* is the latest in a long line of increasingly violent games vying for your attention. Over the past year games such as *Syndicate*, *Cannon Fodder* and *Mortal Kombat* have taken the level of graphical savagery to new heights (or should that be depths?) of slickness and sickness. Is this a desperate attempt by programmers to give their software some degree of novelty or notoriety? Or are they trying to see how far they can push the boundaries of taste?

More importantly, with parental and Governmental concern about computer game content reaching fever pitch, can seeing people spill their guts all over the screen be justified? Until recently the majority of so-called violent games featured nothing more than a few explosions and cute baddies disappearing into thin air. Now you see the objects of your aggression being burned, butchered and decapitated. It's all a far cry from *Pong*.

According to *DreamWeb* programmers, Neil Dodwell and David Dew, the 'gore' content of their sci-fi adventure is an integral part of the game's overall atmosphere. "It's part of a dark and disturbing mood aimed primarily at an older audience," they say. *DreamWeb*'s hero, Ryan, has to track down and kill the seven people whose actions are throwing the world of the *DreamWeb* out of sync.

The result is a game packed with tension, a smattering of sex and plenty of violence. The demo on this month's Coverdisk, for example, sees a hired thug subjected to a bit of open-heart surgery from Ryan's well-directed axe. Due to the game's controversial nature, publishers Empire Software expect it to receive at least a 15-17 rating from ELSPA's game classification system.

Addicted to violence

Possibly one of the best examples of ultra-violence in Amiga games is Bullfrog's *Syndicate*. The natural successor to god-games like *Power Monger* and *Populous 2*, *Syndicate* places you in control of a small squad of agents sent on a series of increasingly suicidal missions against insuperable odds.

Not only is the game concept original and extremely addictive, but the violence is highly realistic – ruby red pixels of blood spurt everywhere as enemy agents, police and civilians fall under a hail of bullets from your guns. As you develop more sophisticated weaponry, the ways of dying become more elaborate and gruesome – use a Gauss gun on a squad of innocent bystanders and you're greeted with a huge explosion and the nauseous sight of people running around in a fireball, screaming in agony. Things get so gory you find yourself muttering "Oh my god!" under your breath when you realise the enormity of what you've done.

Why such realism? "We made *Syndicate* high in gore, to be more realistic," says Peter Molyneux, MD of Bullfrog. "I know this sounds like a cop out, but it's the player who's violent, not us.

"All we've done is give a loaded weapon to the player and it's up to them how to use it... I've always hated games that gloss over violence. Surely showing realism of a violent act is better than discussing it? It's not that *Syndicate* has done anything new with violence, it's just that it shows it like it is."

Early versions of the game also featured babies and animals being brutally butchered, but Bullfrog's game testers objected so strongly that Peter was forced to remove the offending sprites. "They told us we were going too far, funnily enough they objected most to killing the puppies."

Despite this, Peter doesn't actually think *Syndicate* is that violent compared to *Street Fighter II*. "Making things graphically explicit does not make them violent, with the exception of *Mortal Kombat*. I think *Street Fighter II* is the most violent game around now. It has little blood in it, but I feel violent after playing it for a while. If a game starts to affect behaviour, then it's getting bad."

Horrible ways to die

No such worries for Sensible Software's *Format* Gold winning wargame *Cannon Fodder*. Like *Syndicate*, *Cannon Fodder* places you in control of a small group of men who have to complete a series of complex missions. The tiny soldier sprites are cute rather than realistic, but they still die in excruciatingly horrible ways. For example, when they're wounded they wriggle around clutching their blood-splattered remains until you put them out of their misery.

Sensible's product manager Martyn Lunn justifies such scenes by arguing that *Cannon Fodder* is basically an anti-war game. "We don't want to encourage people to think blood and guts are good," he says. "If you read the back of the game's instruction manual, it says '... don't try this at home kids, because war – as *Cannon Fodder* demonstrates in its own quirky little way – is a senseless waste of human resources and lives.'"



Syndicate, the most realistically violent game of all. Your victims crumple into pools of blood when you shoot them, or they scream horribly as they burn to death.

You soon realise what Martyn means as a forest of gravestones marking the deaths of your men spread across the hills above the battlefield. Like Peter Molyneux, Martyn singles out beat-em-ups as the worst offenders of gratuitous violence. "I've got better things to do with my life than just try to punch another sprite around," he says dismissively.

Blood and gore

The most controversially violent game of all has to be *Mortal Kombat*. The game's band of ruthless street fighters all have special death moves which enable them to shred their opponents in a variety of gruesome ways – characters have their spines ripped out or their still-beating hearts pulled from their chests. Some even lose their heads all together.

The sight of all that blood and gore is enough to turn anyone's stomach, but what really makes *Mortal Kombat* different from other beat-em-ups is its use of digitised sprites, giving the game a whole new degree of realism. Disappointingly, the gore and use of digitised sprites seems to have been included to disguise the lack of gameplay – the Amiga version is simply a very good conversion of a decidedly average game.

While developers like Bullfrog, Probe and Sensible attempt to inject more realism into computer game violence, German publishers Blue Byte are actively investigating its effects in conjunction with their country's leading universities. Inevitably, the Second World War casts a long shadow over the Germans' attitude to violence and Blue Byte are sensitive to the depiction of it. In *The Settlers*, for example, the fight sequences are cartoon-like and the battling knights slink off when they're defeated. No-one dies.

Blue Byte MD, Thomas Hertzler, explains: "We don't think it's very responsible to make games more and more violent... six-year-old kids shouldn't play those 'street killer' games. The danger of being influenced by these games is too high. Unlike adults, children aren't able to tell the difference between reality outdoors and the reality on the screen."

A taste of real life

So what's the answer? Thomas believes removing violence from computer games isn't the way. "Nobody can deny the daily violence around us and we have to cope with it," he says. "Banning violence from games would be equal to a kind of censorship. But bathing in blood cannot be the way to give our youth a taste of real life."

The future doesn't look set to change, however. Core Design's forthcoming AGA shoot-em-up *Banshee* features another rash of red pixels exploding from people's heads. The game's programmers have also included a secret level featuring women, babies and bears who're dying for you to smash their brittle bones to pieces with your aircraft cannon. Whatever you think about game violence, it looks like it's here to stay.

LOVE, PEACE AND HARMONY? MAYBE IN THE NEXT WORLD...

We asked three leading lights in the games industry what they thought about pixellated violence and its effects on society.



Thomas Hertzler, MD, Blue Byte.

"Nobody can deny the daily violence around us and we have to cope with it. Banning violence from games would be equal to a kind of censorship. But bathing in blood cannot be the way to give our youth a taste of real life."



Sensible Software

"We don't really want to encourage people to think blood and guts are good. If you read the back of the *Cannon Fodder* instruction manual, it says '...don't try this at home kids, because war – as *Cannon Fodder* demonstrates in its own quirky little way – is a senseless waste of human resources and lives.'"



Peter Molyneux, MD, Bullfrog.

"We decided to make *Syndicate* high in gore, to be more realistic. I know this sounds like a cop out, but it's the player who's violent, not us. All we've done is give a loaded weapon to the player and it's up to them how to use it..."



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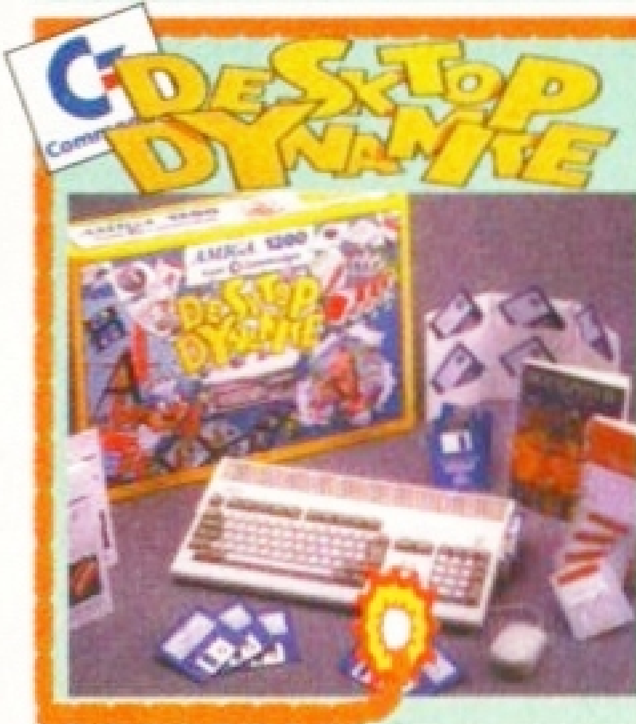
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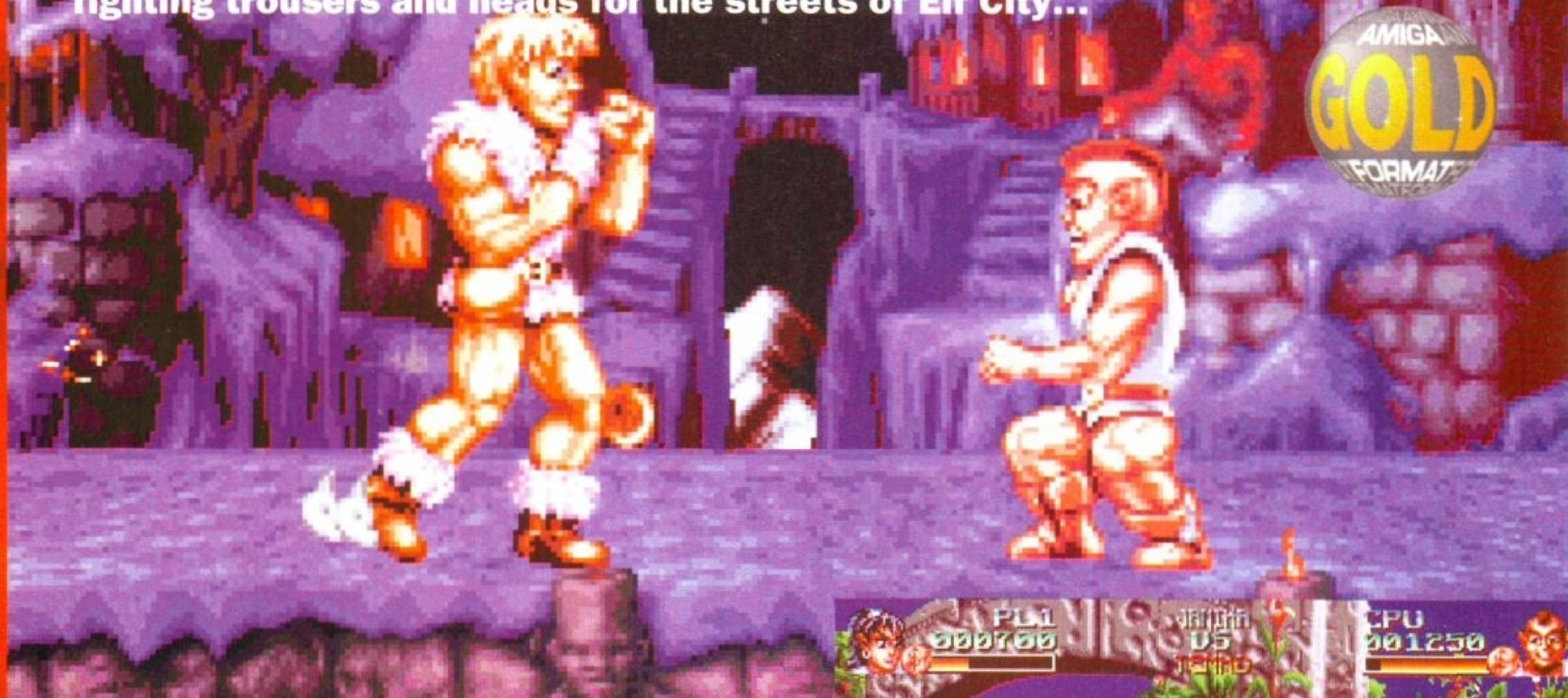
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ELFMANIA

Can Renegade's beat-em-up really be better than *Body Blows*, slicker than *Street Fighter* and more playable than *Mortal Kombat*? Rob Mead puts on his fighting trousers and heads for the streets of Elf City...





You can imagine the scene, can't you? There are these two elves in the pub and one says: "Are you looking at my ears?" "Yeah," says the other. "They're stupid and pointy." The first elf pulls himself up to his full 3ft 6-inch height and says: "Are you calling my ears stupid and pointy?" "Yeah," says the second, "and you're deaf and ugly as well."

All hell breaks loose – tables are overturned, chairs are smashed and pudgy limbs are ripped from green jerkined bodies. It's how wars are started in some places, y'know. And it's how wars are resolved in the mythical land of Muhmulandia.

The storyline goes something like this: the plucky king of Muhmulandia is the subject of constant challenges to his authority thanks to a set arcane magical laws. This means that whoever can defeat the king or his chosen champion in an Honour Fight can become the new ruler of the elven kingdom.

As an added incentive, the challenger also stands to win the Dragon Fan, a mystical object which bestows the secrets of the universe upon its owner.



Muhmulandia consists of six regions – castle, pirate harbour, dungeon, waterfall, king's hall and ice village – each one occupied by a different champion fighter (see the Float Like A Butterfly box above, right). The six regions are further divided into 36 counties or squares.

It's a knockout

You have to challenge the king of Muhmulandia by conquering six counties in a vertical, horizontal or diagonal line across the kingdom. You do this by hiring a series of fighters who have to take on the King's champions in a series of six knockout bouts. You only have one chance to win – defeat in an honour fight at any stage means you have to begin your challenge again.

Because your success or failure in *Elfmania* depends entirely on your ability to hire



Janika's just as tough as she is beautiful. Here is she is battling it out at the waterfalls with Tenko.



Seven's sword offers little protection against ice elf Taiki in the castle section.

FLOATS LIKE A BUTTERFLY, STINGS LIKE A BEE

***Elfmania*'s motley collection of six fist-fighting supremos are all highly skilled with different motives and moves. Here's the lowdown...**



JANIKA THE PIRATE ELF
Elfmania's token girlie Janika is a fast, supple fighter whose abilities should not be underestimated. Raised among cut-throat pirates, her special move is the devastating spinning middle kick.



KOSKEN THE EXECUTIONER
Kosken's bulk makes him a formidable opponent in or out of the king's dungeon where he lives. In fact Kosken's so tough the ground trembles when he walks. His special move is a deadly high punch.



MATIKI THE FAT KING
Lard monster Matiki has already conquered Elfworld with the help of the Victory Hammer. Now he's about to do it all over again with his special move – the shocking hammer swing.



SEVEN THE GUARDIAN
This turban-headed warrior is the king's guard and he's equipped with an enormous bendy sword. Mmmm. His special move is a 360-degree spin for slicing opponents in two.



TAIKI THE ICE ELF
What looks like a noncy feather boa around Taiki's shoulders is actually a snug sheepskin coat for those chilly nights in the Elf Mountains. Taiki's special move is a spinning jump kick.



TENKO THE FOREST ELF
This mohican-haired chap spends all his time in the woods and smells of damp leaves and badger urine. A good all-rounder, his special ability is the spinning high kick.

bigger and better fighters, it comes as no surprise to learn that the whole game centres around your ability to make money.

At the start of the game you only have 75 coins to spend – unless you're in two-player mode – and your fighter's energy levels during combat are directly linked to how much money is shaken out of him during combat. This means you lose money when you do badly and make money when you do well, since your opponent also keeps dropping readies every time you deliver a well-aimed thump. The other way to make money is by converting the prizes heaped on the victor at the end of the bout and by fighting in as many counties as you can before you start on your crown-chasing line of six. It's as tough as it is simple.

There's no doubt about it. Play *Elfmania* for a few hours solo and you'll be hooked. Play it for a few weeks with a pal you'll want to emigrate to Finland and get a job in the Helsinki branch of Iceland just so you can stand like a groupie outside the programmers' door.



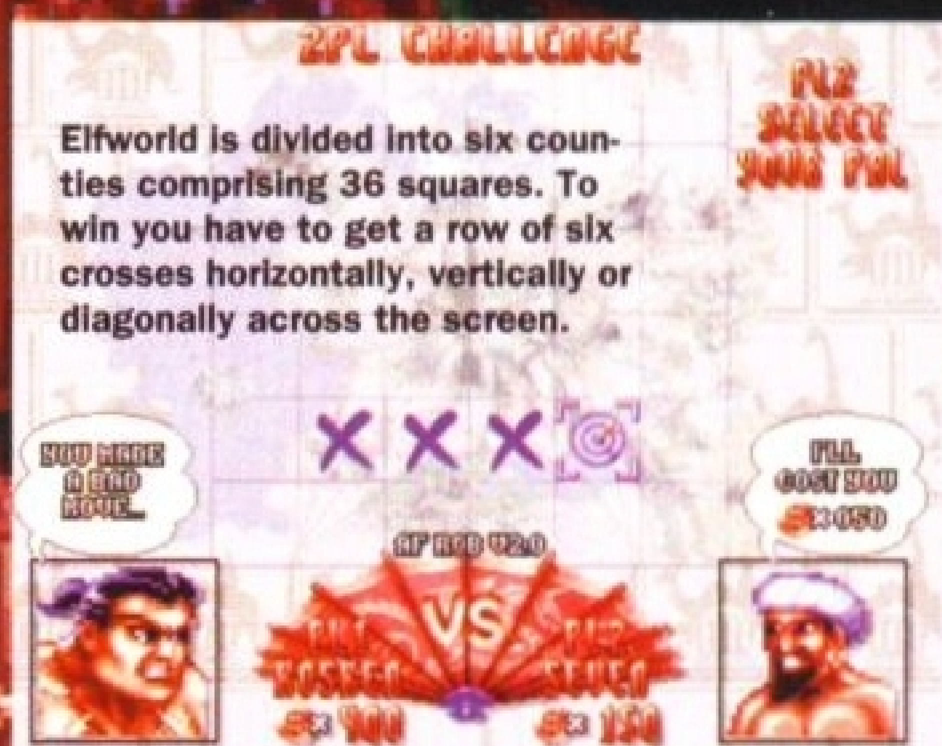
Royal personage Matiki receives a resounding cheer from the members of his court as Tenko beats an undignified retreat.

Simply the best

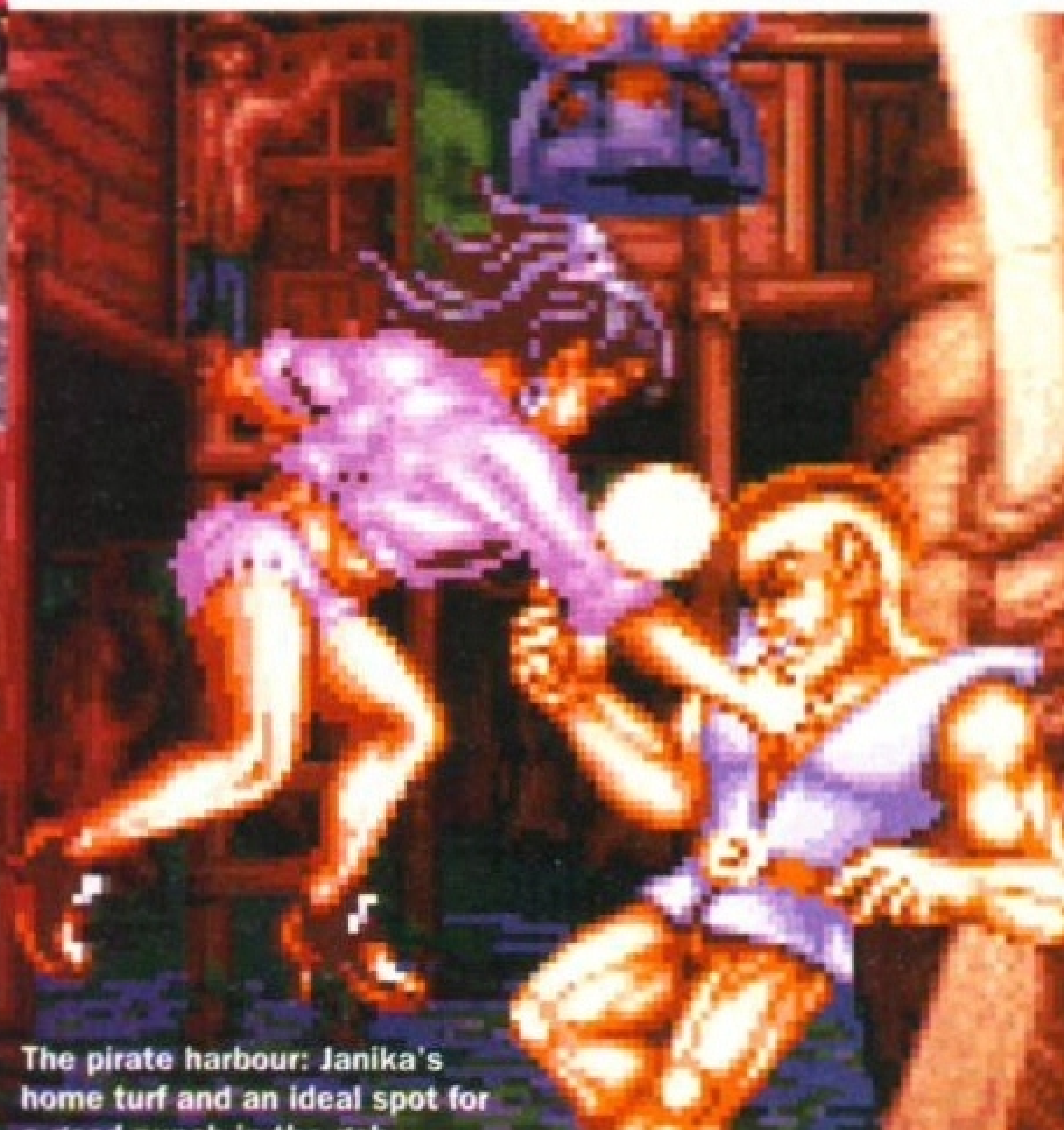
Elfmania is brilliant and it knows it. The graphics smack you round the face with their loveliness, the controls knee you in the nether regions with their slickness and there's enough long-term playability here to go 12 rounds with Lennox Lewis and come out smiling.

For too long we've put up with shoddy beat-em-ups with dodgy sprite routines, abysmal joystick controls and a bit of titillating gore. Only Team 17's *Body Blows* series has offered anything like the playability we deserve. No longer. *Elfmania* is the best Amiga beat-em-up yet.

Rob Mead

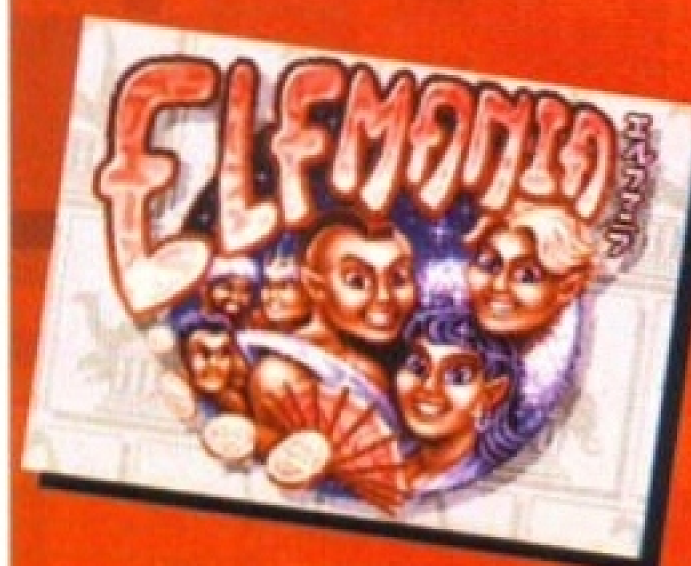


Elfworld is divided into six counties comprising 36 squares. To win you have to get a row of six crosses horizontally, vertically or diagonally across the screen.



The pirate harbour: Janika's home turf and an ideal spot for a good punch in the gob.

ELFMANIA



PROGRAMMERS
Terramarque

PUBLISHER
Renegade 071-481 9214

PRICE
£25.99

RELEASED
Out now

GRAPHICS (9/10)
Breathtaking. The cutely animated spites are huge and the backgrounds are gorgeous.

SOUND (8/10)
Each character has speech samples, whoops and grunts. You can't turn off the music.

ADDICTION (9/10)
Really comes alive when you're playing against a pal. Non-stop in-yer-face fun.

PLAYABILITY (7/10)
No championship or tag-team modes, but there are 36 different bouts and simple controls.

VERDICT

" *Elfmania* is, quite simply, the best beat-em-up ever to be released on the Amiga. Go out and get yourself a copy right now. "

92%

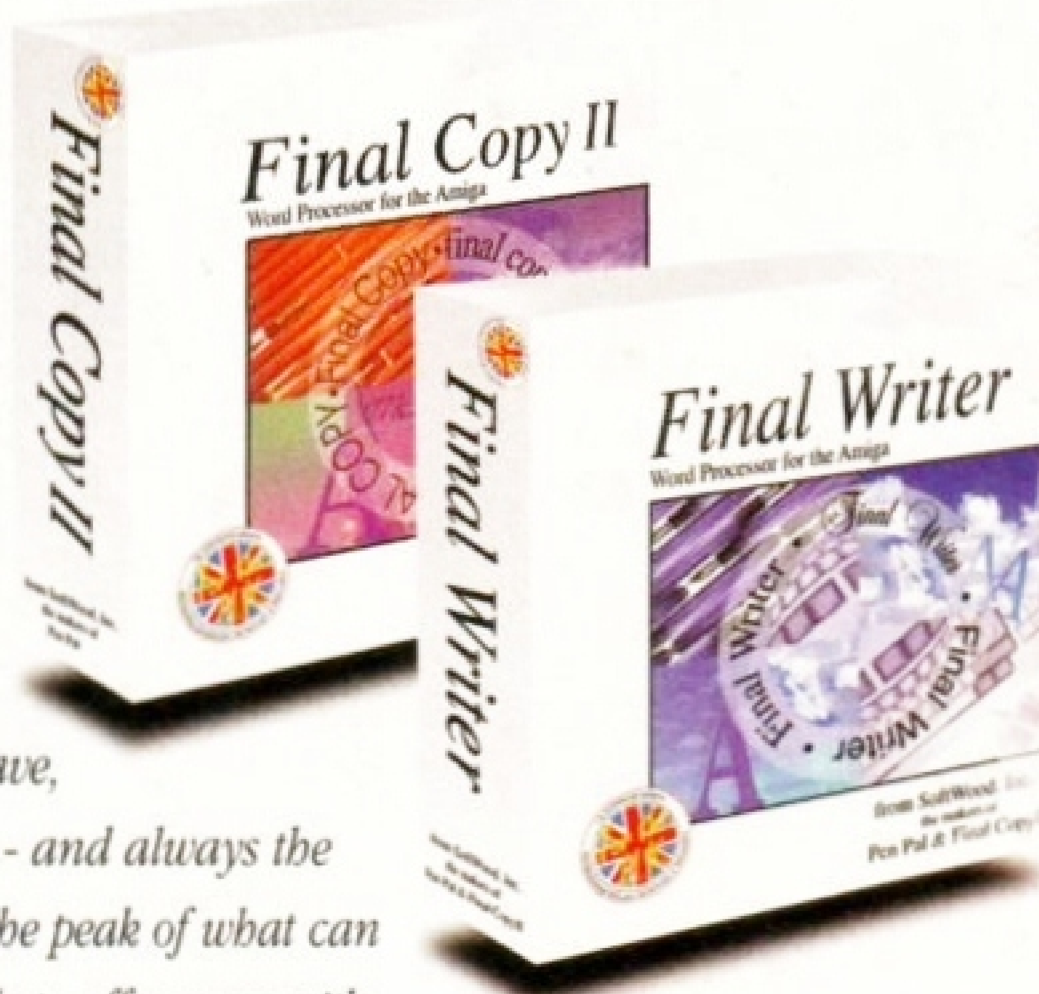
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Final Writer, extending innovation...

Now, as others are just starting to add similar features, saying they're 'revolutionary', Final Writer extends the innovation further with ***FastDraw Plus***™ *- adding even faster and more functional options, including a new rotate command. Final Writer Release 2 is again leading the way with the introduction of* ***TouchTools***™ *and* ***PowerUserBar***™ *technologies. These features give the user a definable area at the top of each document window where up to eight "one-touch" button strips can be configured. Each strip contains easily customisable sets of functions giving instant access to all the major commands/features - with a simple click of the mouse! There is even a set of buttons allowing "one-touch" selections of font style and size plus variations including Plain,* **Bold**, *Italic and Underline!*

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The Highest Accolades...





Final Copy II Release 2

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ave our Laurels...



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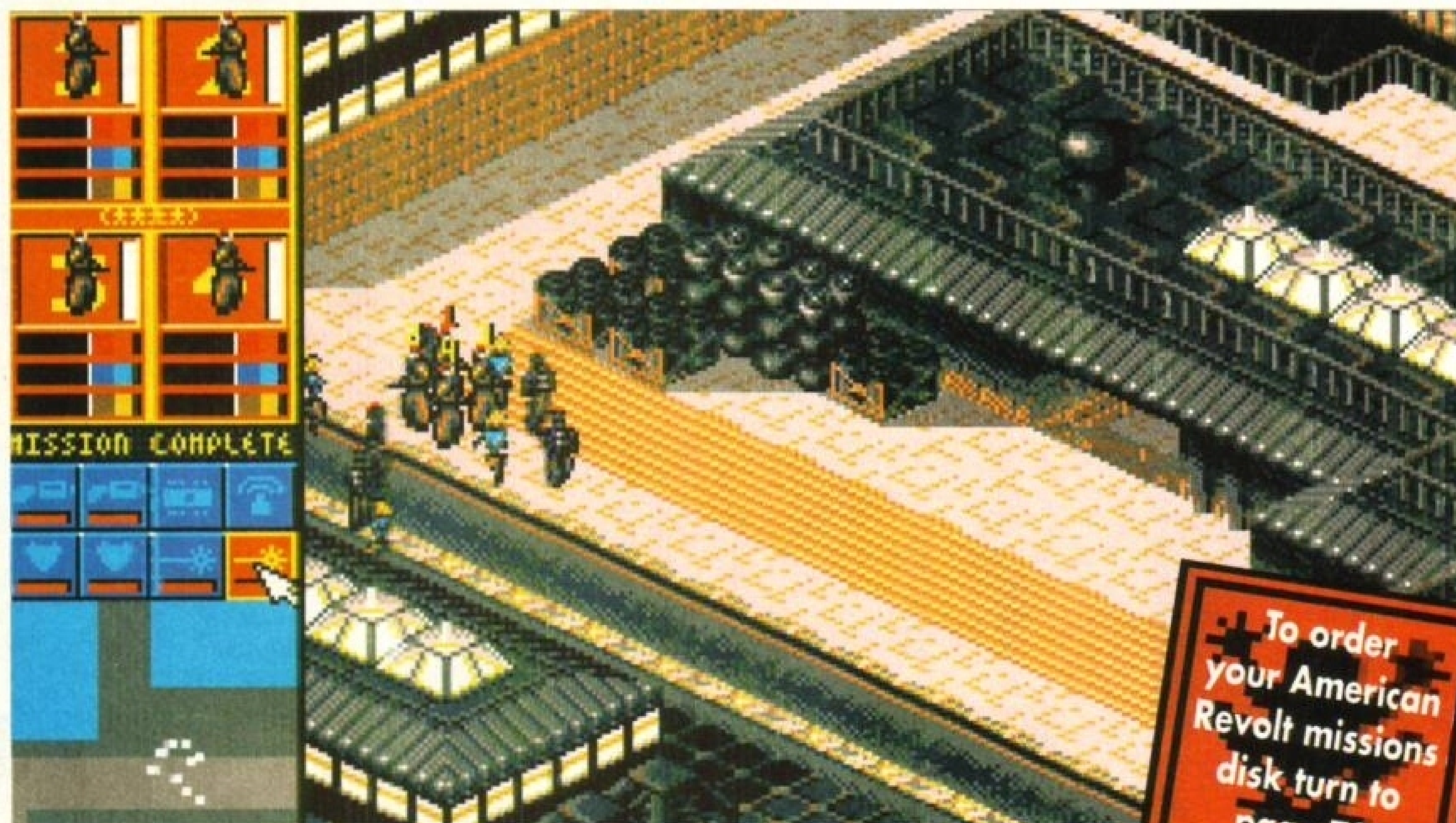
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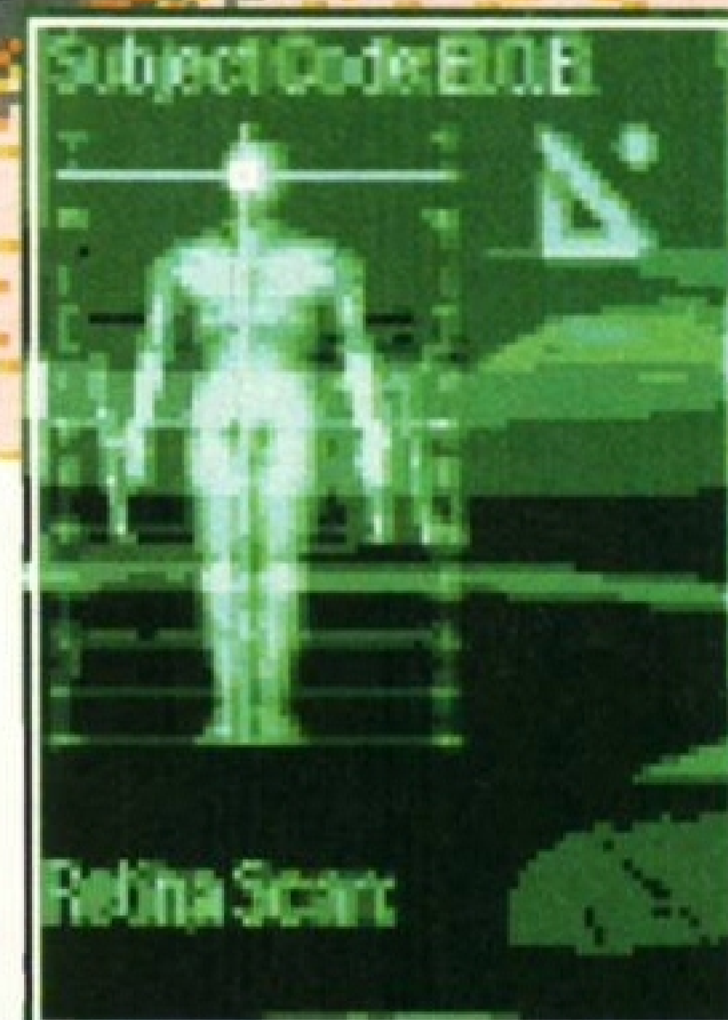


The Americans are revolting. Can you bring order from the chaos in these fiendishly tricky *Syndicate* missions?

SYNDICATE: AMERICAN REVOLT



You control your agents in the *American Revolt* in the same way as you do in the original *Syndicate*. Use the mini map and select weapons from the panel on the left of the screen.



You'll probably spend a lot of time looking at the intro screen. It's that tough.

To order your American Revolt missions disk turn to page 70

It's almost a year since *Syndicate* first nuked its way on to the Amiga scene. Its brutal gameplay fused cyberpunk with the god game – the end result, a game so violent that Saddam Hussein would have disapproved.

And now it's back, only more so. Bullfrog have released *American Revolt* for all those die-hards who refuse to die hard. This data disk continues the story of the syndicates as they grapple to retain power of the Americas.

In order to play *American Revolt* you've really got to be able to finish the original game because the datadisk's missions are at least three times as hard as the originals, so if you're new to *Syndicate* you'll be about as much use as a one legged man in a penalty shoot-out.

No offence, but unless you've played the original to death, you'll just get very frustrated with *American Revolt,* very quickly.

In all there are 25 new missions on the disk. They range from the difficult (The Rockies) to the downright impossible (The South American countries). Even with fully-equipped agents with a complete set of Version 3.0 modifications you're still going to die jolly quickly.

Mission bleedin' difficult

The secret to completing these missions lies in using each agent's drug intake carefully. If you got through the first game by simply yomping around in group mode killing everyone in sight, then you're not going to do very well at this game. Quite often you're going to have to split up your agents, sending two to take out the enemy while the other two get on with the mission itself. The actual missions range from the usual combat sweeps where you destroy everyone in sight, to the escort-type where you've got to keep someone alive. The escort missions are the trickiest, because it's very easy for the enemy to pick off your defector, which means you've got to keep your agents in the line of fire at all times.

By way of illustrating just how hard these missions are, here's what happens in Columbia. You're sent in to eradicate a double agent. The city's split into two sections and the agent won't reveal himself until you've dealt with all enemy agents.

There are about 20 agents in the southern sector and each one is just as well equipped as you. Having depleted all your firepower and



Looks easy doesn't it. But you'll need to be a skilled player to tackle this.

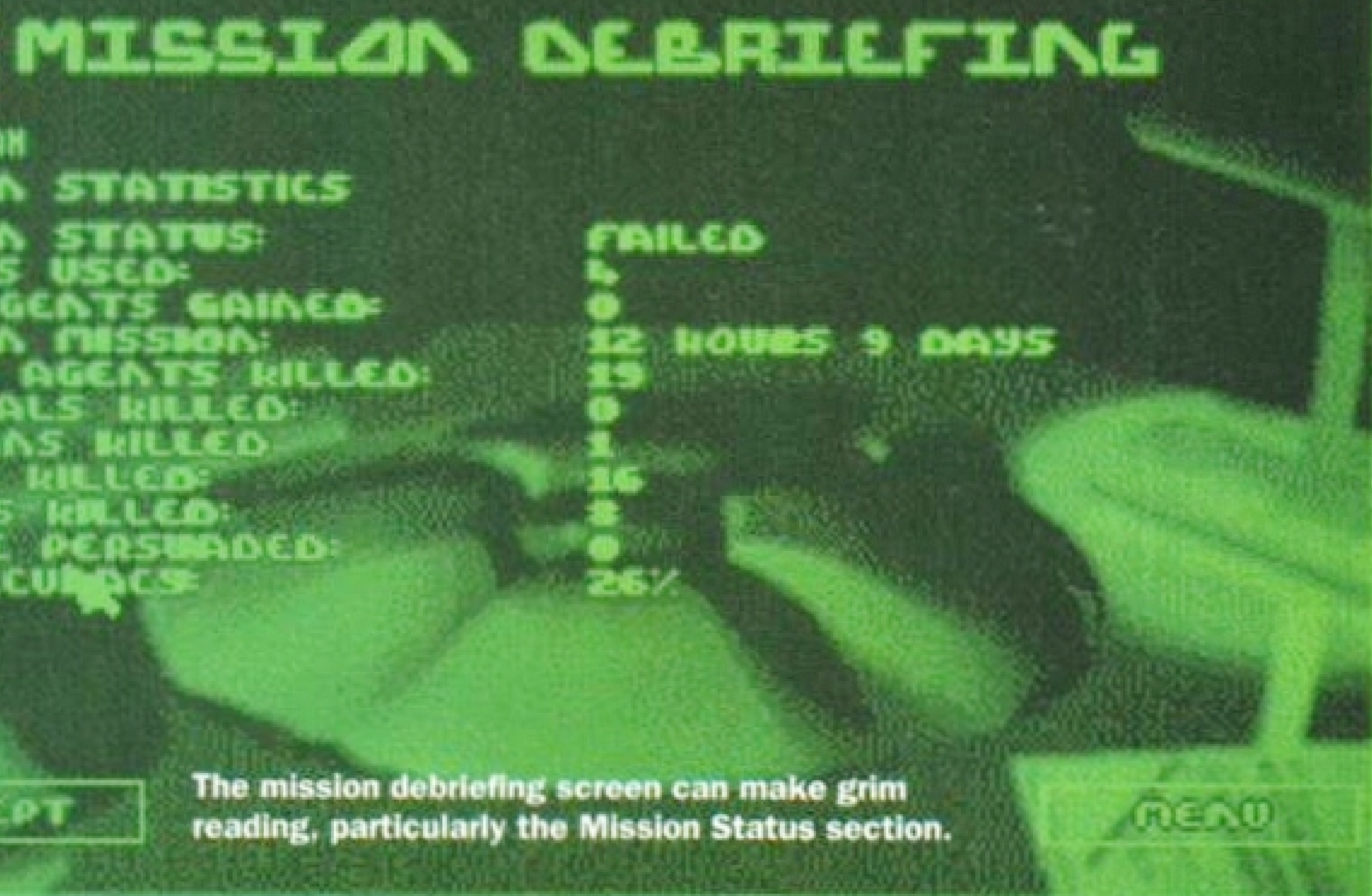


Kit out your agents with various weapons and choose your physical abilities.

picked up a few extra weapons, you locate a vehicle with which to make the journey into the north.

When you spot the vehicle's guard, you head north and encounter the 50 other agents who are protecting your target. Then you die. Swiftly.

If you thought you'd be helped by new technology which would give you the edge over the other syndicates, then you'd be wrong.



The mission debriefing screen can make grim reading, particularly the Mission Status section.

Protect and survive

There aren't any new weapons available in the game (unlike the PC version), these are purely new missions. Bullfrog designed them in response to the number of people who complained that the original was too easy. Alex Trowers (who designed the levels) also wanted to stop people from wandering around in group mode.

This is most definitely not a game you'll finish the first weekend you have it and even the *Syndicate* programmers have trouble completing some of the levels.

While playing these missions it became obvious to me that the *Amiga Format* readership should be protected. So, if you're really sold on this mission disk and the cheque's already in the post, please follow these nuggets of advice:

- Have the telephone number of a good therapist handy.
- Give loved ones plenty of notice before you start playing, so that they can evacuate.
- Encase your TV in foam, just in case it should it suffer some sort of heavy blow.
- Remove all sharp objects from the room you're in.
- Use an industrial strength mouse.
- Don't get interviewed by a researcher from a TV programme about video games.
- Don't phone us when your whole life falls to pieces. You have been warned.

Andy Hutchinson


If you sailed through the original *Syndicate* missions...


...you'll find the 25 new levels in *American Revolt* a much tougher proposition. Even the programmers can't complete some of them.

SYNDICATE: AMERICAN REVOLT



PROGRAMMERS
Bullfrog

PUBLISHER
Amiga Format
0225 822511

PRICE
£12.99

RELEASED
Out now

GRAPHICS

The usual shocking rivers of blood, cyberpunk citizens, and funky TV screens.

SOUND

Lots of swooshes, plenty of screaming, and a healthy dose of machine gun fire.

ADDICTION

If you were hooked on *Syndicate*, be prepared to sacrifice all of your free time to this.

PLAYABILITY

It's all very playable but almightily, extremely, extraordinarily hard.

VERDICT

"25 new missions for *Syndicate* fanatics with a difficulty rating equivalent to climbing the north face of the Eiger in your underpants."

93%

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A1

BRAM STOKER'S DRACULA

Psygnosis 051-709 5755 ■ £19.99


Tucked away in one coffin is a 'lady of the night'. Flash the cross and she flies off the handle.

Odd name for a game really – *Dracula* would have sufficed. I mean, it's not as if there's *Mary Shelley's Dracula* knocking around. Anyway, the Count has borrowed your fiancée, probably intending to commit bloody deeds at some point and your task, surprisingly enough, is to rescue her. And knock Dracula out for the count.

The vampire has many friends including henchmen and small, evil animals which suck the very lifeblood out of you. But worst of all, there's the Brides of Dracula. Gulp!

Set over nine stages, Bram's golden egg combines platform action with elements of the beat-em-up genre. The hero (that's you – if you buy the game) is called Jonathan and he's blessed with the sweetest two feet since Eric Cantona, a punch straighter than Lennox Lewis and a wardrobe nattier than George Armani's. Scattered around the dank castle halls are coffins to kick, crosses to brandish and bottles of blood to sup.

Dracula basically involves a lot of wandering around, kicking small animals and dead folk in such exotic locations as taverns, convents, castles and asylums. Graphically, it looks OK but unfortunately it all gets rather dreary after a while. "Dracula, you can keep my fiancée. I can't really be bothered".

Stephen Bradley



Jonathan has to fight fiendish foes in his battle to rescue his fiancée.


Skeletons are easy to beat and can be dispatched with a swift kick in the ribs.


Pick up the cross – it's excellent at repelling vampires and the like.

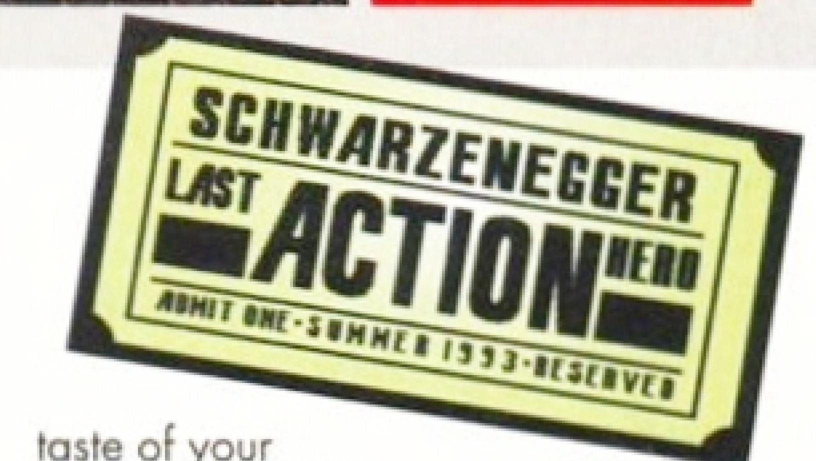
Dracula is out for the count in this less-than-gripping affair.





39%

LAST ACTION HERO



Psygnosis 051-709 5755 ■ £19.99



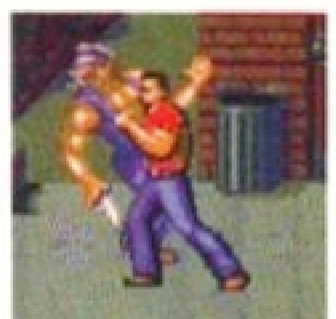
Beaten up by twin girls. And in front of your own poster too. And we thought you were tough, Jack.

Don't let anyone tell you otherwise. *Last Action Hero* is a great movie, a more amusing and reflexive look at the film industry you couldn't wish to see. If only the game of the same name could have had such verve and wit (Blimmin' heck! He thinks he's Barry Norman).

Unfortunately, the dish served up is a bland beat-em-up with numerous characters skating around á la Michael Jackson's Moonwalk, seemingly performing some kind of bizarre ghetto morris dance.

When I say numerous, the same folk appear with alarming regularity – just when you think you've disposed of someone, back they come, trundling along the pavement – sorry, sidewalk – for another taste of your medicine. And it's not a palatable potion. Some of the moves old Arnie – sorry, I mean Jack – performs are quite nifty but on the whole, *Last Action Hero* is a sorry affair. Film licences eh? Who needs 'em. Play something else.

Stephen Bradley


Wrestling in the street with a member of the *Village People* is not good for street cred.


After dumping you unceremoniously, the thugs even kick you when you're down.



16%



Beware of falling snow because being a cool dude counts for nowt in *Cliffhanger*.

CLIFFHANGER

Psygnosis 051-709 5755 ■ £19.99

Not quite as exciting as the title would have you believe, *Cliffhanger* spars the main man Gabe Walker against the formidable foe of Qualan and his mates. Plot scenario: bank heist in aircraft goes wrong, plane crashes and you have to rescue the innocent while said bad coves search mountains for lost cash. *Cliffhanger* was also a film starring the ubiquitous Sylvester – and the lass from *Northern Exposure*.

Avoiding wild birds, mad dogs, mini-avalanches and falling rocks, you head high up into the peaks. Bags of cash litter the mountainous terrain and you need to pick up as many as possible.

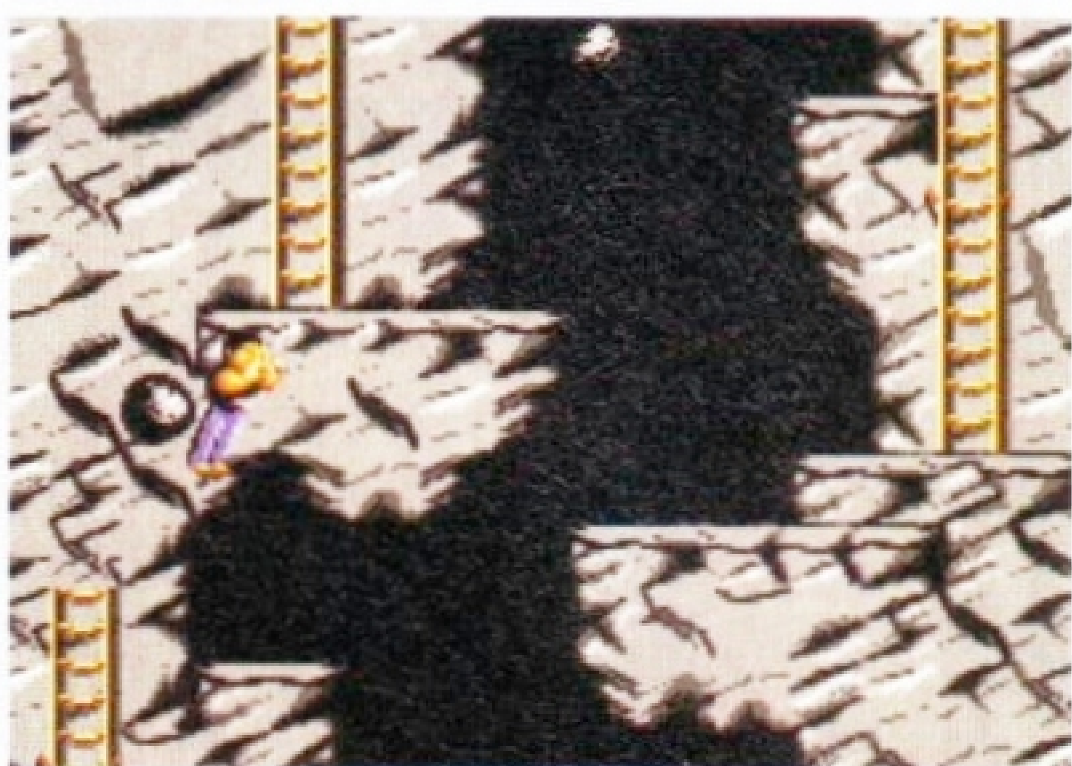
Cunningly hidden beneath some rocks are a pair of hiking boots which are particularly useful for some of the crevices you have to bound across.

Your life force revolves around heat and if you stand around, Gabe starts to shiver. Why you get cold after being smashed by falling rocks is another matter all together. I'm sure that would give you a warm, stinging sensation.

No matter, scale some rapids, blow away Qualan's chopper and Bob's your Kendal Mint Cake.

The sad thing is, to keep warm you have to burn the bags of cash you pick up en route. Well, at least it stops the blaggards from getting the loot. *Cliffhanger* is an abominable game, though. It looks very poor, the control system is tricky and the chances are you'll finish it within a couple of days. So you won't have to play it again will you? Hurrah!

Stephen Bradley



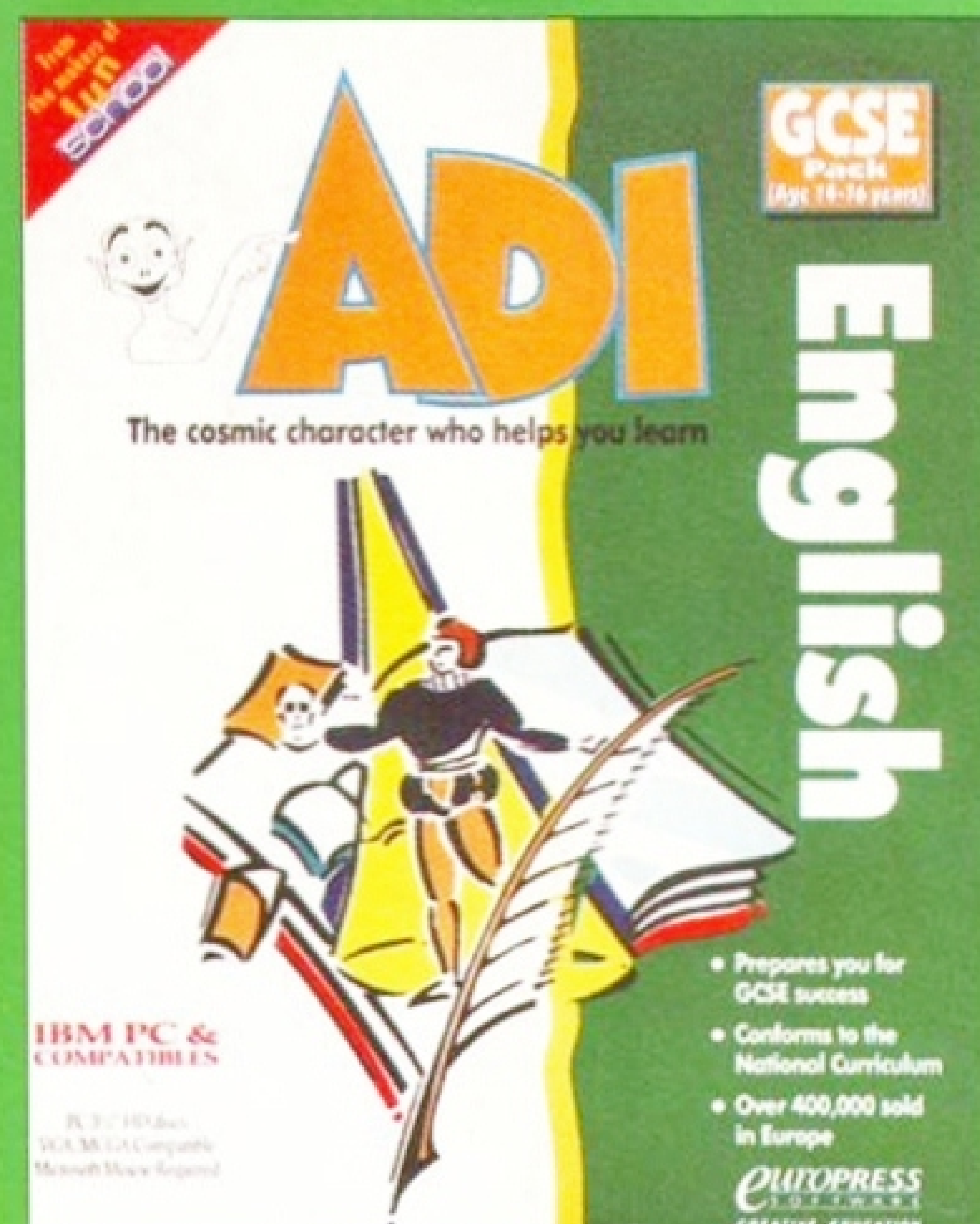
Falling rocks knock the very life out of you and you always seem to get hit a few times going up the ladder.



The eagle has landed. In fact, this eagle has landed right on top of you.

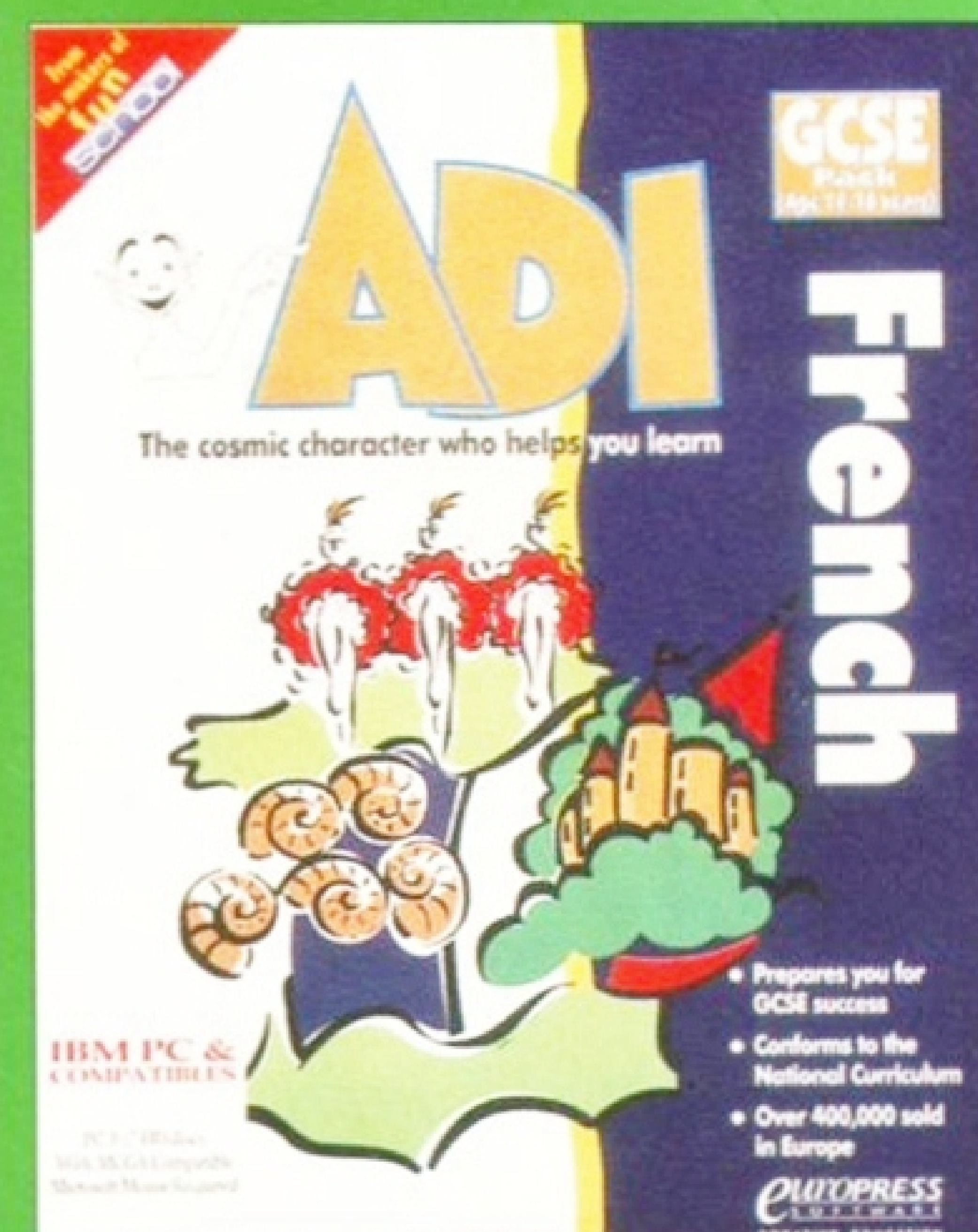


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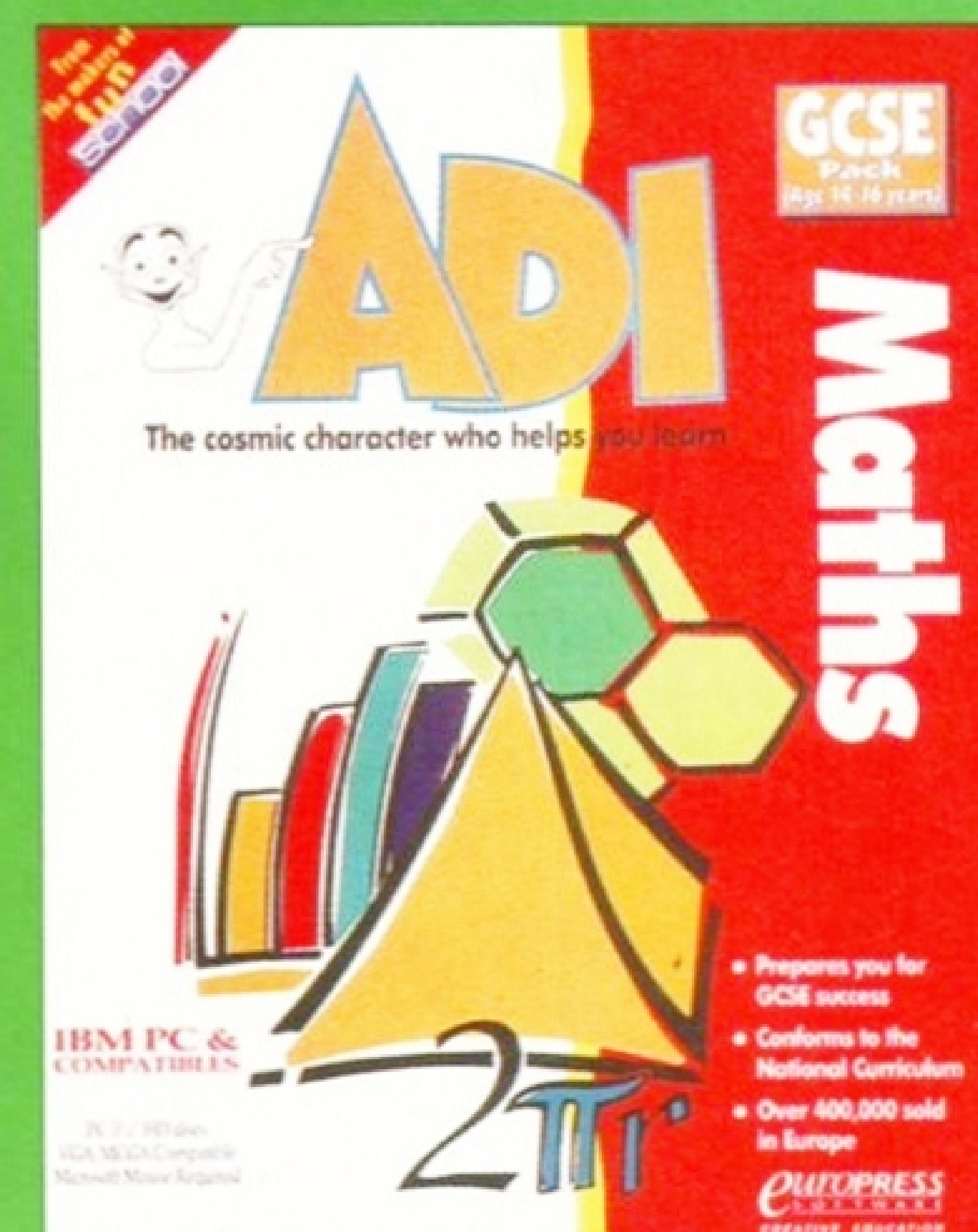
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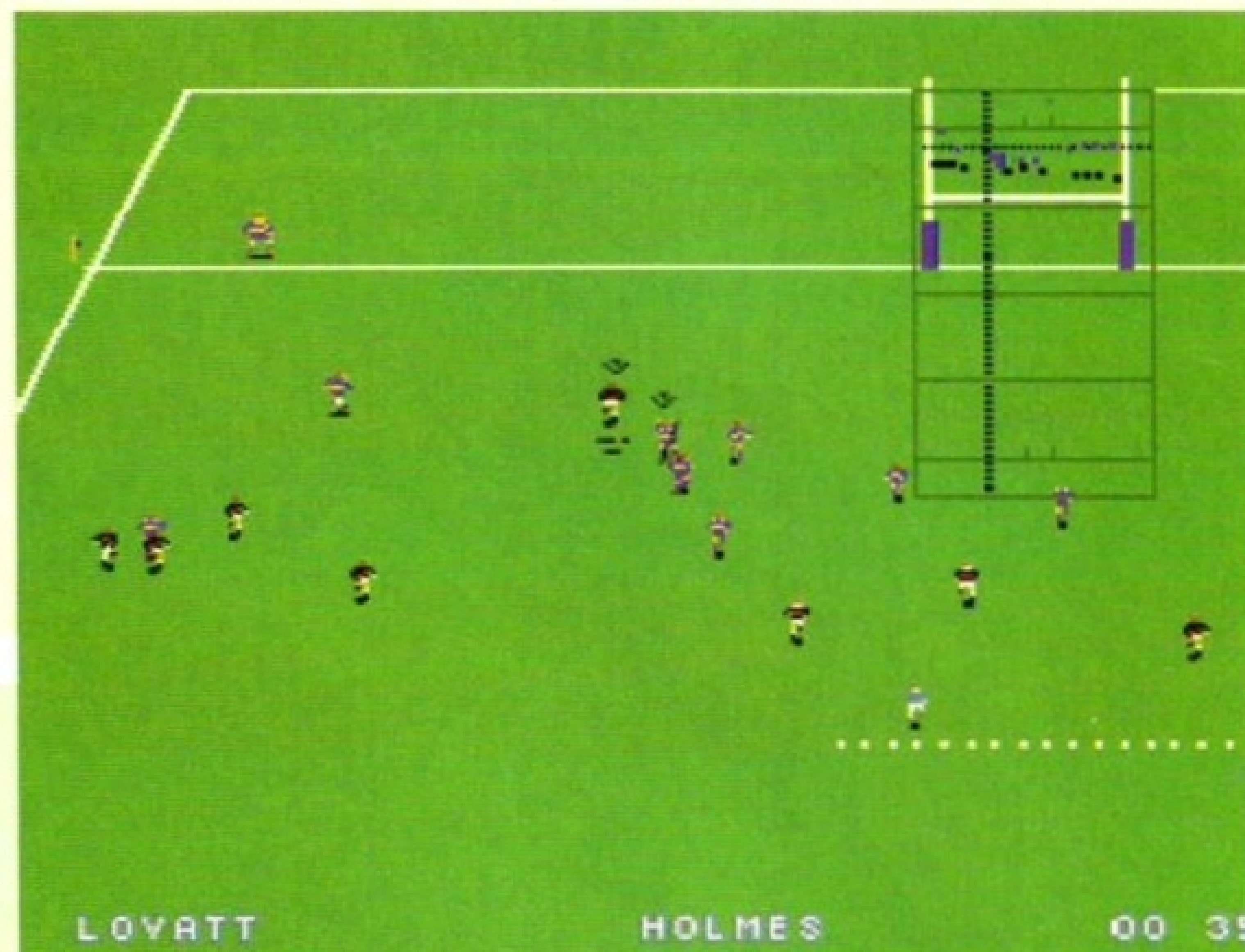
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WEMBLEY RUGBY LEAGUE



The Blimp View gives you vertigo it's so far up and it's impossible to follow the play. All you can see is a crowd of ant-like figures weaving across the pitch.

Rugby League is all about hulking great forwards crashing into each other, so what's it going to be like with a joystick?

When the manual for a £26 game suggests: 'If you are new to rugby you are advised to read a book on the game', it's not a good sign. Especially because the software house hasn't explained the rudiments of the code for you. But of course, how can they when all they've go to work with is a sheet of A4 folded in half? What's more it seems that our 'manual' is the Australian version because it says that all the teams except Cronulla-Sutherland are computer-controlled but there was neither sight nor sign of said bunch of cobbers. Maybe it's some far-flung place off the beaten track in Cumberland.

Up and under

Still, at least Audiogenic have been bold in attempting the first Amiga arcade Rugby League simulation, and with an official license from Wembley Stadium to boot.

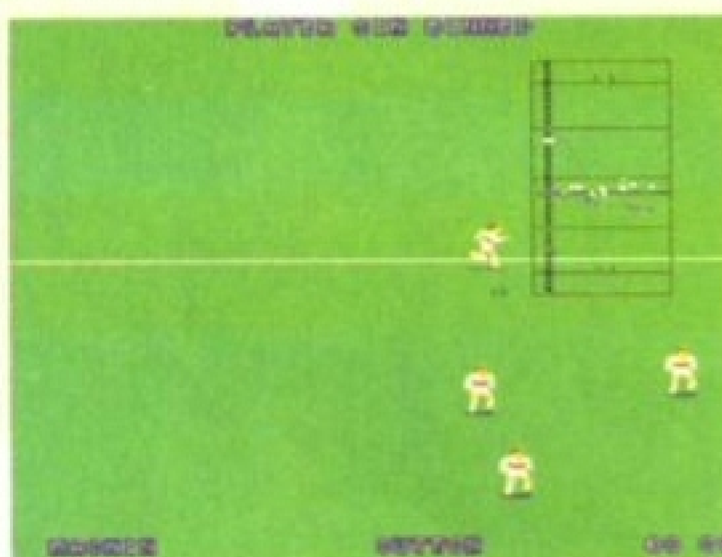
All of the English League teams are included although the players names have been changed. Each player has nine different skill ratings including stamina, speed and handling so there are also management elements to consider when you select your team.

Rugby League is not the easiest of sports to translate on to screen and some of the rules seem baffling at first, particularly to folk in Rugby Union-strongholds such as Bath, where *AF* is based.

One of the main differences between the two codes is League's six-tackle rule where you get six chances to run towards the try line before you have to hand the ball over to the opposition and *Wembley Rugby League* successfully incorporates this rule.

Pitch battle

There are two pitch-view options; the normal view seems fairly restrictive at first – you can't see a great deal of the pitch but you soon get used to it. But the Blimp View looks like you're watching proceedings from


If you're going to get sin-binned, make sure it's on a rainy day. Shame to be shut up in that bin while the sun's out.


To take the tap kick, you just have to touch the ball with your foot and hope you have chosen the best preset option.

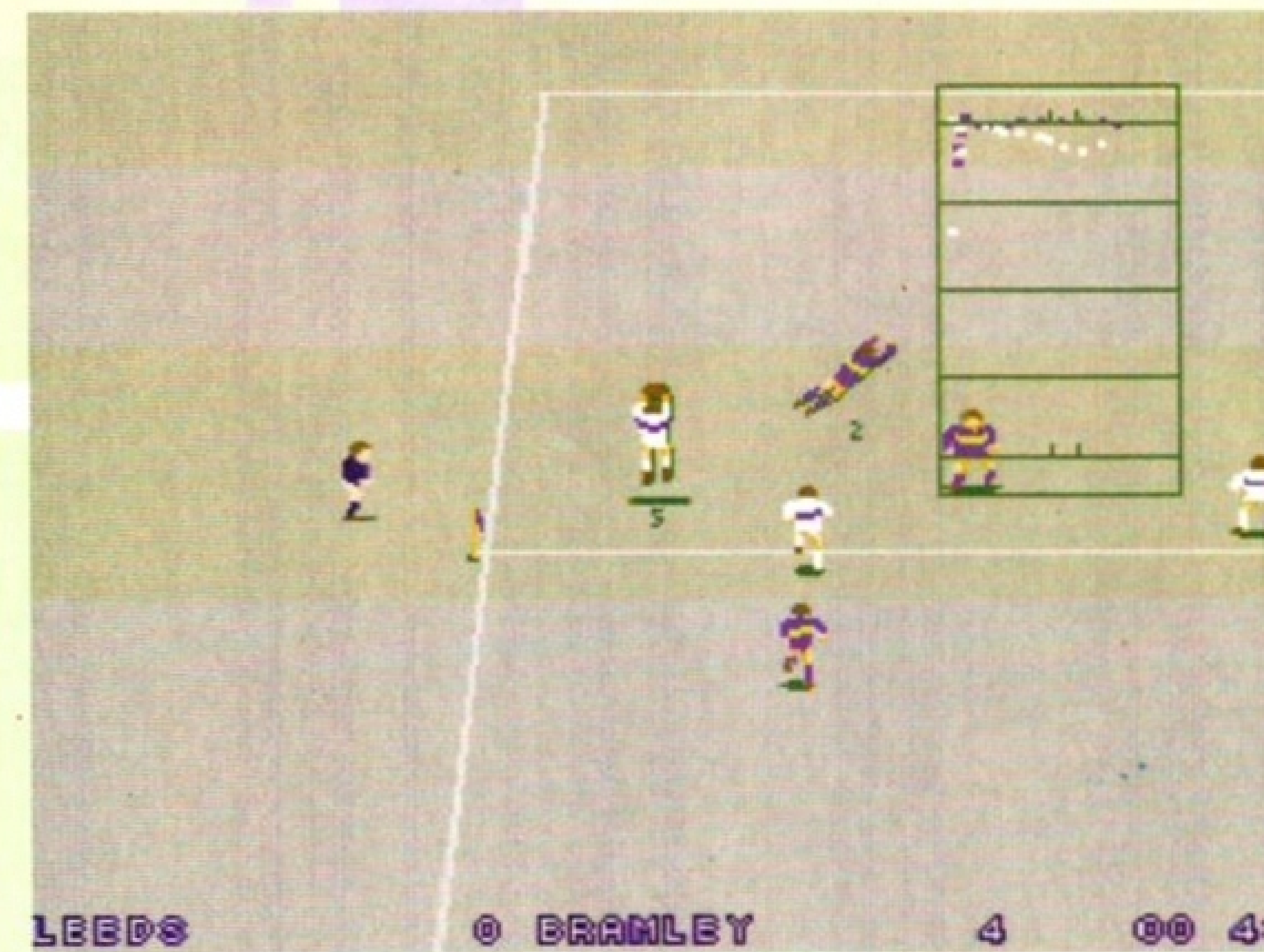


Each player has different strengths and weaknesses – old Hughsey is a touch slow but can last the pace.


Waggling your joystick gives your pack a welcoming heave-ho as the scrum half waits patiently for the ball.



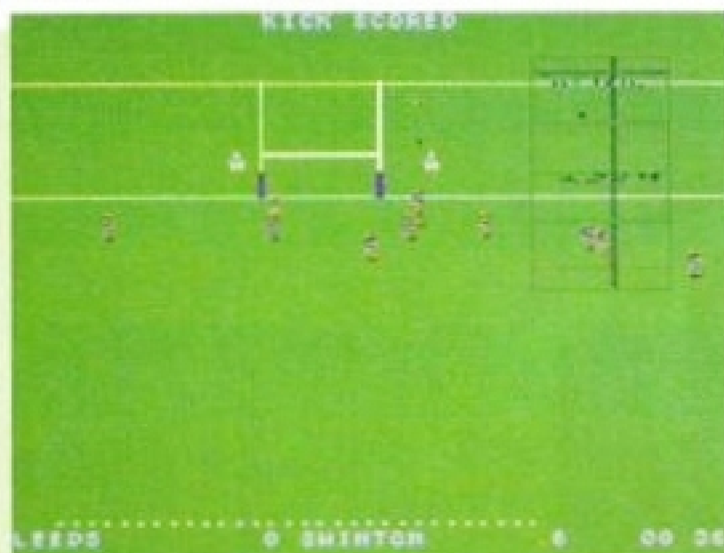
Before you chuck the ball into scrum, check out the set plays and decide which is best. Some of them are a bit confusing but a couple work a treat.



The local derby is being played in atrocious conditions with the snow lying deep on the pitch. Oh my word! Bramley have taken a shock lead over their illustrious opponents.



Converting tries and scoring penalties takes a bit of time to master. You need plenty of 'up and under'.



As you can see, taking the kicks from the Blimp View makes things more difficult, and, err, smaller.

the Goodyear airship. The players are too small and it's virtually impossible to work out where the ball is.

If Audiogenic had opted for a *Sensible Soccer* kind of view, it would have made the game a lot more more effective.

But what of the gameplay? Running and passing the ball couldn't be simpler and despite some rather strange collision detection in the tackling, overall you do get the feeling you're playing Rugby League which, of course, is the whole point of the exercise.

Scrum and get it

As is usually the case with sports sims, *Wembley Rugby League* plays best in two-player mode because the computer teams can move across the park with such lightning pace that it's difficult to follow the ball.

There are a number of preset plays to choose from for tap-ins and scrums, most of them rather bewildering if truth be known. But some of them seem to bring results, and the Blind Side move and something called a Featherstone are quite neat. *Wembley Rugby League* also has plenty of options. You can play for up to 80 minutes, there are seven skill levels, a variety of tactics, as well as differing weather conditions.

Graphically it's just OK, nothing special, but the sound sets the game apart – it's absolutely appalling consisting of just the odd 'uurrgg' and cheer. Despite these few reservations, I really enjoyed playing this game. There are no major flaws in the gameplay and although it's a tad rough around the edges, *Wembley Rugby League* really can be a lot of fun.

Stephen Bradley

WEMBLEY RUGBY LEAGUE



PROGRAMMERS
Denton Design

PUBLISHER
Audiogenic 081-424 2244

PRICE
£25.99

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GRAPHICS
1 2 3 4 5 6 7 8 9 10
It doesn't look anything special, but the kit detail is good and the sprites are a decent size.

SOUND
1 2 3 4 5 6 7 8 9 10
An appalling synthesiser tune which thankfully can be turned off. Terrible crowd noise.

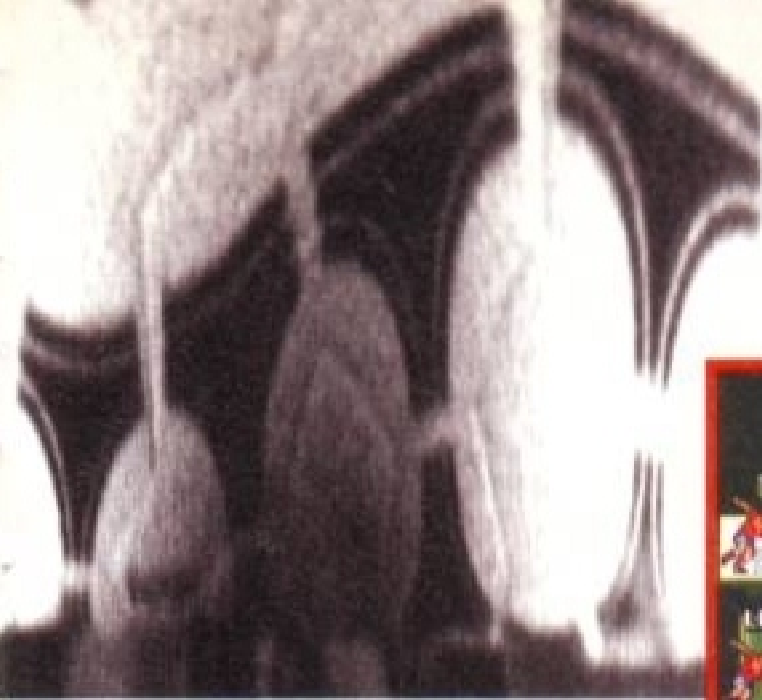
ADDICTION
1 2 3 4 5 6 7 8 9 10
If you like Rugby League, you will probably enjoy this, but it's not *Sensible Rugby League*.

PLAYABILITY
1 2 3 4 5 6 7 8 9 10
Easy to pick up and play. You will soon be able to perform some fairly tasty moves.

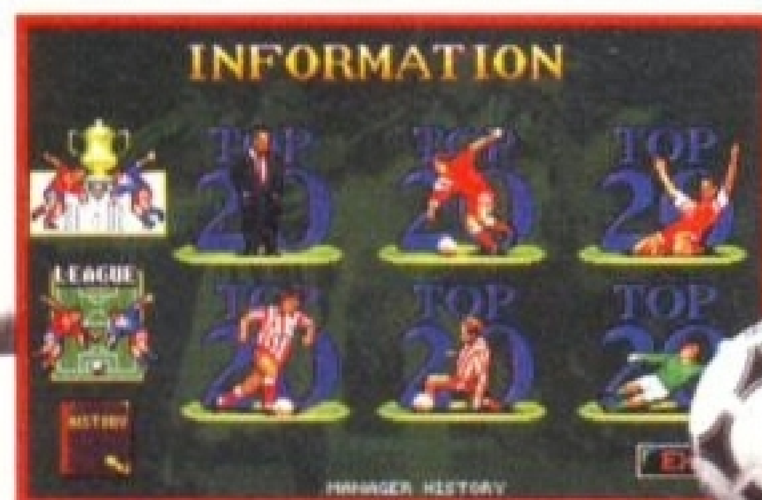
VERDICT

"Although it's a bit shabby in parts, the actual gameplay is fine. A better pitch view, more sound effects and a decent manual would have helped."

74%



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Screen shots taken from PC version

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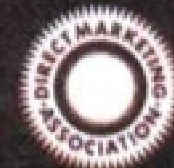
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DREAM ON...

US GOLD

US Gold Dream Team competition in association with HMV and Amiga Format.

Members of the *AF* team cheer on Somerset Mourns England. From left: Steve Bradley, Rob Mead, Nick Veitch, Sue White, Steve Jarratt, Frank Bartucca, Richard Baguley.

Do you think you could pick a better World Cup team than former England manager Graham Taylor?

Amiga Format have joined forces with US Gold and HMV to offer you the chance to assemble a World Cup-winning team in the fabulous US Gold Dream Team competition. And there are some fantastic prizes to be won.

In June, 24 squads from around the world will assemble in the USA to compete in World Cup '94 and your task is to pick 11 players to form a Dream Team which you hope will scoop the most points by the time the trophy is lifted.

Each team must consist of a goalkeeper, four defenders and three players in midfield and three in attack. But you can't pick 11 Germans, for the players must come from at least nine different squads with no more than two from one team. Points are scored when the teams from which you pick your players keep clean sheets and score goals. And points are deducted when the goalie's and defenders' teams concede goals.

The top five managers each win two season tickets for the UK team of their choice, HMV vouchers worth £100 and a pile of World Cup goodies. Also, the overall winner will pick up two tickets to the 1995 Coca Cola Cup final.

The next five highest scoring managers win a footie strip of their choice, £50 worth of HMV vouchers and World Cup goodies, while a further 20 runners-up get a World Cup T-shirt and a 12-month subscription to *Amiga Format*.

To enter, get a copy of US Gold's official World Cup USA '94 footie game from your nearest HMV store (or pre-order it with a deposit) and fill in the leaflet inside the box. Give your team a name and then sit back and say: "Do I not like that".

Los Angeles

WorldCupUSA94


HMV



THE AMIGA FORMAT TEAM

The Bath-based *Amiga Format* squad, Somerset Mourns England are a cunning blend of youth and experience, all playing in teams with a realistic chance of progressing further in the competition. A tough defence and a goalscoring midfield and attack should prove a recipe for success.

SOMERSET MOURNS ENGLAND

Taffarel (Brazil)

Irwin (Rep of Ireland) Kohler (Germany) Koeman (Holland) Baresi (Italy)

Hagi (Rumania) Scifo (Belgium) Valderrama (Columbia)

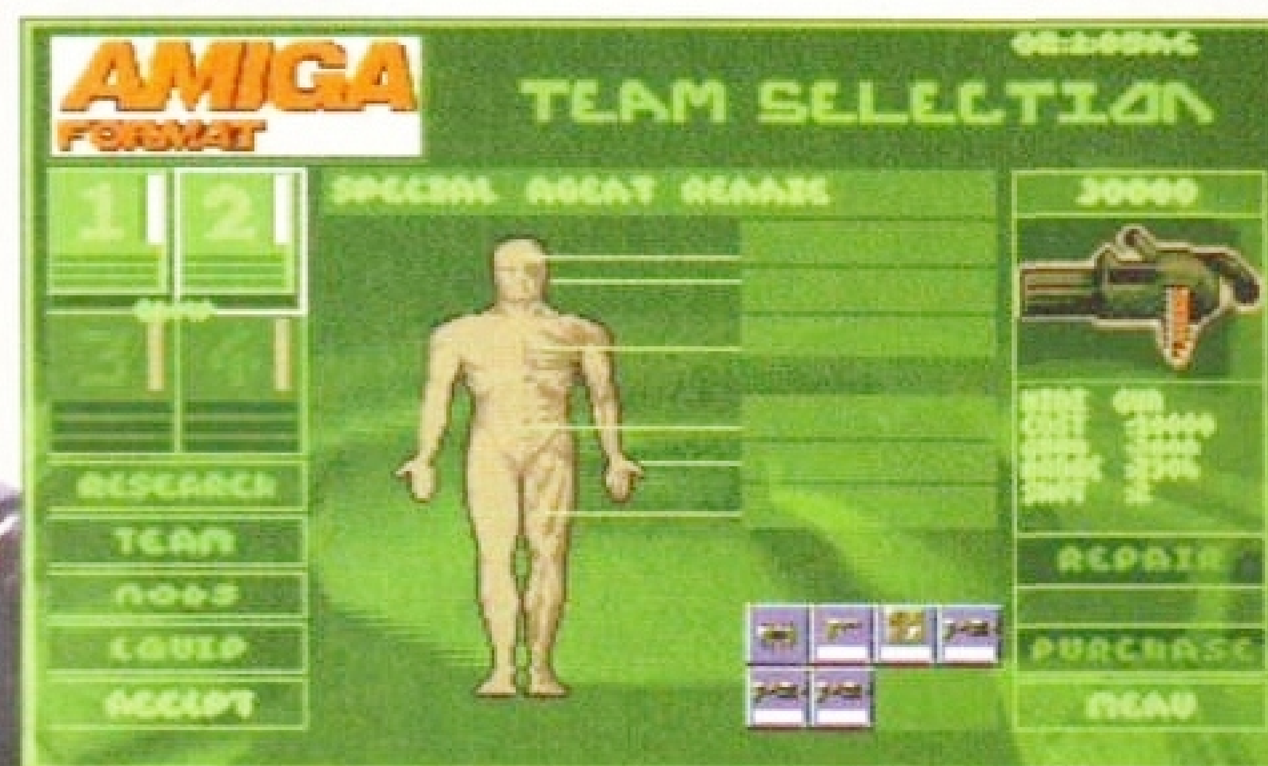
Bergkamp (Holland) Baggio (Italy) Sanchez (Mexico)

SYNDICATE

AMERICAN REVOLT MISSIONS DISK

Amiga Format, the world's best Amiga magazine, has teamed up with those wonderful people at Bullfrog to bring you an earth-shattering exclusive...

You struggled to take control of the Americas first time around, but now the natives are rebelling against the living conditions imposed by your regime. The stakes are high – if the people of North and South America regain their independence your status as Syndicate executive and controller of the Earth is in jeopardy. You have to win back the Americas.



This add-on disk contains 21 new missions against fearsome opponents – the American agents are twice as fast as their predecessors and shoot without hesitation. Your success against such overwhelming odds requires deft selection of weaponry and every ounce of skill you picked up from the original game.

Syndicate: American Revolt is available exclusively through *Amiga Format* for the bargain price of £12.99. You cannot buy this missions disk in the shops or from any other magazine. What are you waiting for? Just fill in the form on this page and send your payment to the address shown to experience the ultimate *Syndicate* challenge.

YES!

Please rush me a Syndicate: American Revolt missions disk

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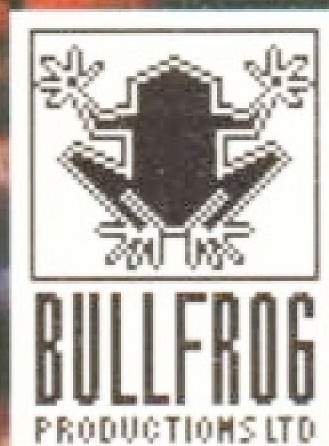
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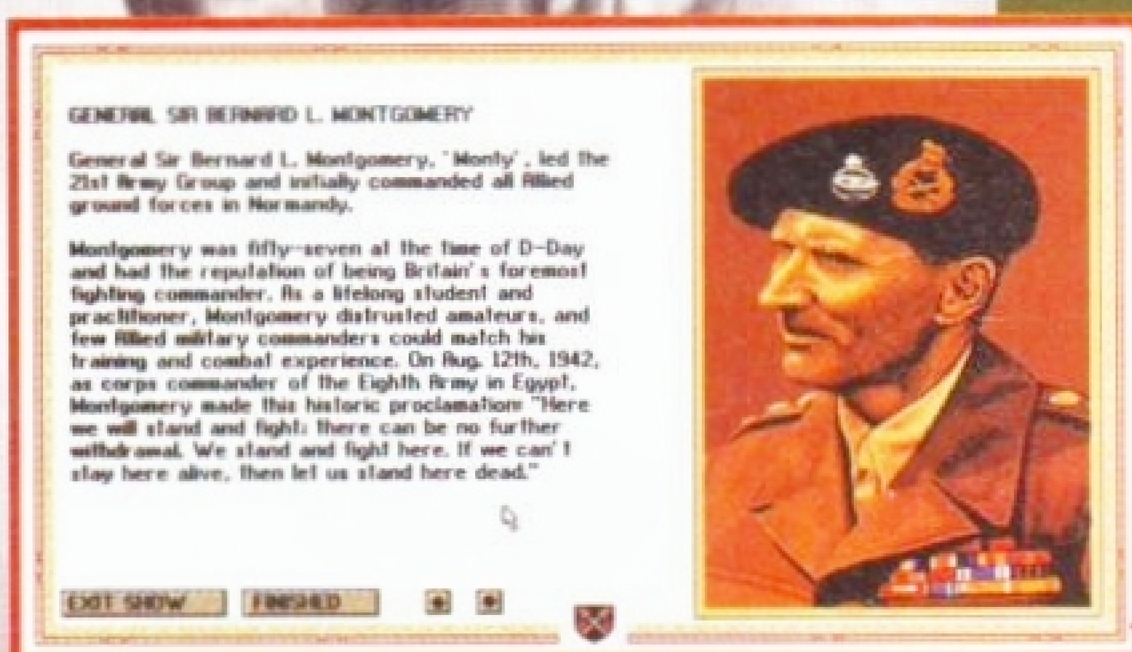
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D-DAY

THE BEGINNING OF THE END™


Historically Accurate Personalities

As Supreme Allied or Axis Commander, the fate of Europe hangs on your decision. The challenge to the Allies: Establish a beachhead and smash through to Berlin. To the Axis: Break them and preserve the Reich.

WARNING:
This is a wargame with a difference!


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Play real-time animated battles within turn-based strategic campaigns from June 1944 through the end of the war.

D-Day: The Beginning of the End™ is the latest in ***Impressions'*** Micro-Miniatures series. It even surpasses **"The Blue & The Gray"** in strategic complexity, and packs in the historical detail you demand.


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HEIMDALL 2



Take a centuries-old legend, a rebellious god or two and a large pinch of hocus-pocus and you're left with an enticing new adventure from Core Design



The Hall Of World is a mystical and wonderful transportation system which gives you access to the mysterious lands of Asgard, Midgard, Utgard and Niflheim.

Odin, Wodin, Thor and Frey have been feeling a bit smug lately. Perhaps too smug. Since the defeat of the evil Loki a couple of hundred years back, they've been uproariously toasting their own success and taking saunas with leggy Norse wenches.

Now someone has snuffed out the fires in their hearts and loins and is threatening their world again. Loki is out for revenge.

Heimdall 2 is the long-awaited sequel to *Heimdall*, in its day one of the best isometric role-playing adventures ever. This time our hero Heimdall, along with his female side-kick Ursha, has to track down the six missing pieces of a powerful amulet which have been spread around various locations in Yggdrasil and the worlds beyond.

The key to Heimdall's success is a kind of holy transportation system called the Hall Of Worlds. This hall contains a network of portals accessed by magic talismen which enable its user to travel to any location at will. Of course, many of these magic talismen are missing and Heimdall's first task is to find them. He also has to do battle with as many of Loki's forces (the Hakrats) as he meets on the way.



Heimdall pops into his local for a quick pint of grog and a gossip about Midgard's scandalous royal family.

Essentially, *Heimdall 2* consists of a series of puzzles and mini-quests which you, as Heimdall or Ursha, have to solve. Various clues are obtained from the many people who populate the game as well as from the objects that you can collect or buy on your travels.



The path to the Giant's HQ is a treacherous one, but it contains yet another magic talisman for you to add to your collection.

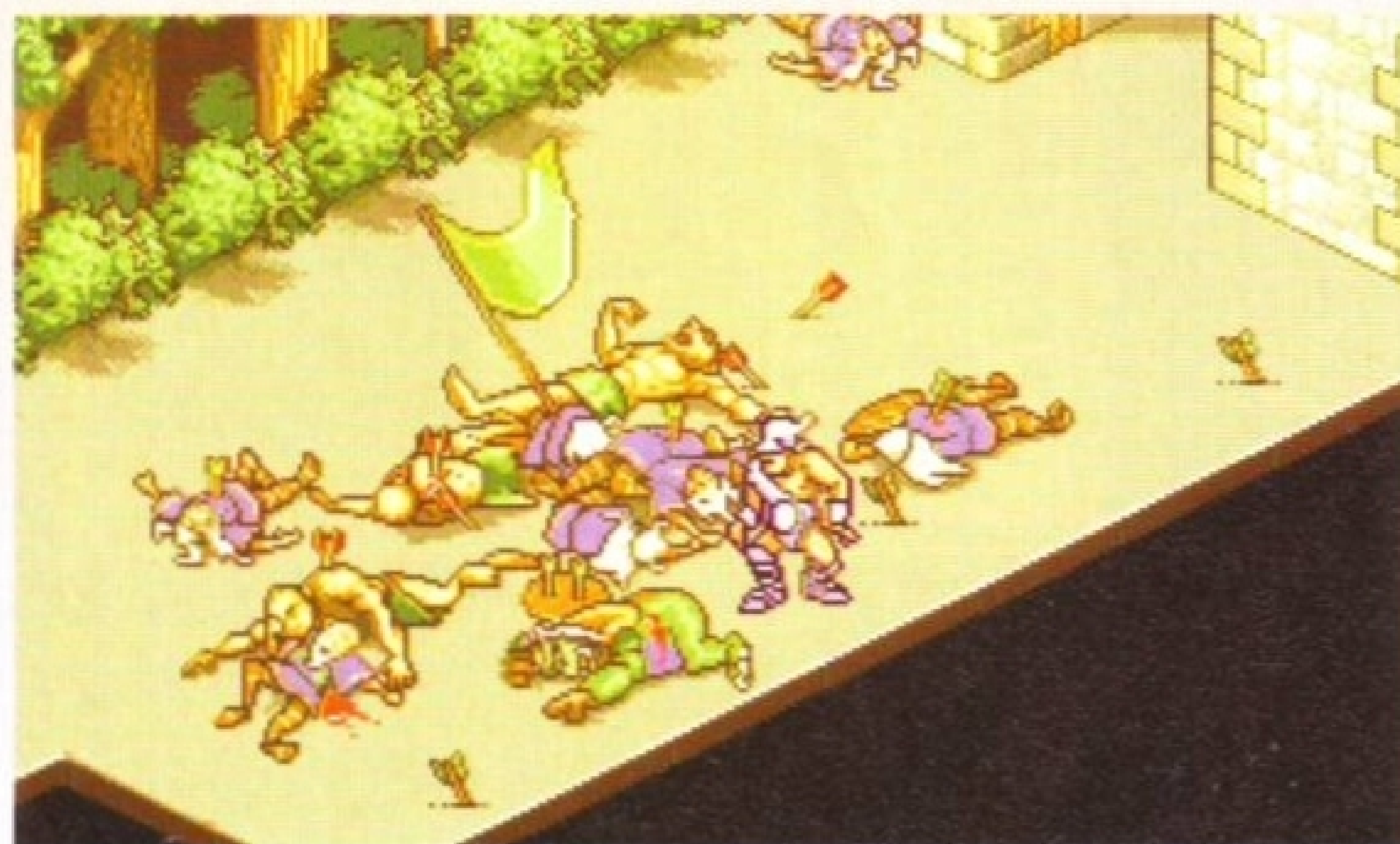
Rack and rune

Heimdall 2 also enables you to build up a formidable array of offensive, defensive and healing spells thanks to the inclusion of magic runes and recipes. But what's this game actually like then?

The first thing you notice is how graphically gorgeous it is. The isometric perspective gives you a good view of the action and the backgrounds are packed with tiny animations and a significant amount of detail. The game almost has a cartoony feel, especially when Heimdall and Ursha slink around the screen, leap off objects or get involved in a spot of combat. This game certainly looks the part.

The puzzles too are suitably complex – you usually have to visit three or four locations, chatting to different people and trying different things before you piece the clues together to get a useful object. On the way you also pick up a whole load of information about Loki, the Hakrats and people's motivations for helping or hindering you.

However, with any puzzle game things can become frustrating if you get stuck on one aspect of the game for too long. Because *Heimdall 2* is



The forces of good have been overrun by Loki's evil hordes and you start to realise that maybe you've got a real battle on your hands.



Equipped with the prince's armour you set off to see his father, the king, to find out more information about your quest to right wrongs and cast spells.

HOW TO FIND YOUR WAY AROUND HEIMDALL 2

No self-respecting RPG hero would be seen dead without a sizeable inventory packed full of weapons, talismen and symbols, and Heimdall is no exception. Here's what they can do for you...



1 Hand-to-hand weapons: Heimdall or Ursha can store up to eight hand-to-hand weapons each including axes and long swords.

2 Armour: reduces your chance of injury during hand-to-hand combat. The King's son gives you his chainmail early in the game.

3 Throwing weapons: enable you to attack enemies from a distance. Items include axes, daggers and bows.

4 General: anything that's not a weapon or a piece of armour gets plonked in here, including the old rune scrolls, food and vitals, a variety of potions and arrows.

5 Holy Symbols: these objects are crucial at certain stages during the game and increase your spell-casting abilities.

6 Talismen: access to the different portals in the Hall Of Worlds is only possible with the magic talismen granted to you at various stages.

7 Look at: to find out more information about an object in your inventory move it on to this icon.

8 Eat: after a few skirmishes with the Hakrats your health starts to suffer. Move food, drink or potions on to this icon to recover your strength.

9 Drop: move any unwanted items on to this icon to remove them from your inventory.

10 Statistics: provides you with vital information about Heimdall and Ursha's abilities.

11 Save Game: saves your current position. You need a formatted Save Game disk first.

12 Load Game: loads a previously saved game. Extremely useful for when you die.

13 Exit: this one quits the inventory and returns you the main game screen where you can continue in your quest.

14 Hand-to-hand weapon in use: place a weapon from the Hand-to-Hand Weapons screen here to arm the currently selected character.

15 Armour in use: to wear collected armour, move the object required from the Armour screen on to this icon.

16 Throwing weapons in use: place a throwing weapon from the Throwing Weapons screen here to arm the currently-selected character.

17 General items in use: to use your bow and arrow, the bow should be placed on the Throwing Weapons In Use icon and the arrows placed here.

18 Text box: all sorts of useful information about different items appears here when you use one of the icons above.

19 Brief description box: gives information about the currently selected item.

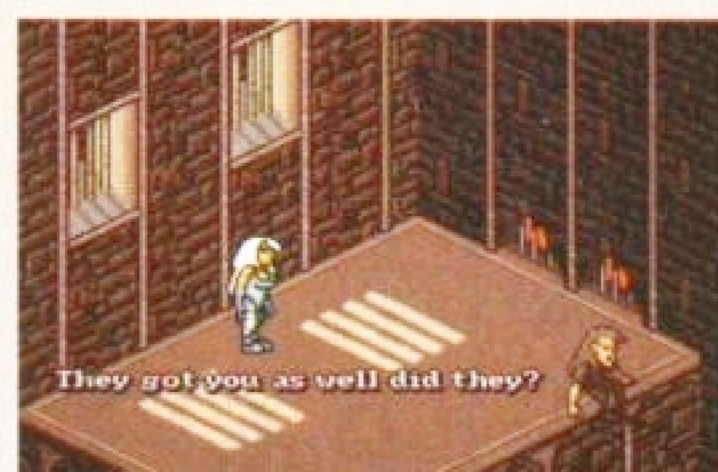
pretty linear, failure means you're denied access to large sections of the game, so you end up paying repeat visits to the same in-game characters only to discover they're stuck in a conversational loop which only alters if you achieve something elsewhere in the game world.

" *Heimdall 2* looks absolutely gorgeous and has an almost cartoon feel to it "

This isn't a major fault in itself because you expect to get hopelessly marooned in a game like this from time to time, but the problem is your progress is hampered by some overwhelmingly slow and constant disk accessing and swapping. This means that virtually every time you enter or exit a room you've got a long wait before you can get on with the next scene. Another curious feature is the mixture of mouse and joystick controls. The mouse is used to access icons and menus, and the joystick is used for moving your character around and fighting. This takes a while to get used to and the game would have been just as good without the joystick. The fight sequences are limited, so you don't need a stick to make the most of them.

Despite these drawbacks *Heimdall 2* is an absorbing and addictive adventure and although it can't claim to be one of the best examples of the genre, it certainly comes very, very close.

Rob Mead



Heimdall and Ursha have failed to defeat the mighty, and extremely irritable, Loki and are sent to prison for their pains.

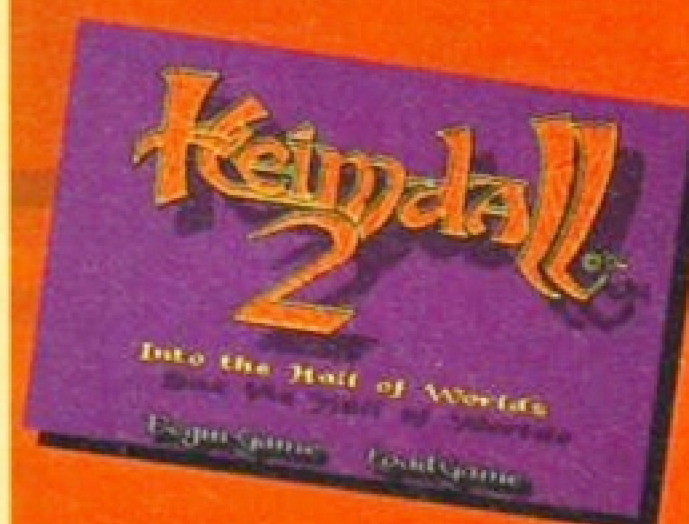


The Land Of Midgard is your starting location and an ideal place to practise your fighting and magic skill.



The Giant Isle is one of those places where you know you have to do something, but you're not quite sure what.

HEIMDALL 2



PROGRAMMERS
The 8th Day – Jerr O'Carroll, Ged Keaveney and Dave Keogh

PUBLISHER
Core Design 0332 297797

PRICE
£34.99

RELEASED
Out now

GRAPHICS



RPGs don't come much better looking. Serious adventurers might find it a little too cutesy.

SOUND



Dramatic music and ear-splitting sound effects. What more could you possibly ask for?

ADDICTION



With a feast of puzzles and cryptic clues *Heimdall 2* keeps you guessing and playing.

PLAYABILITY



Cumbersome controls and too many disk swaps. Why not make it hard drive installable?

VERDICT

"*Heimdall 2* is an absorbing, enticing adventure which is let down by some very fiddly controls and the frequent disk swaps. Oh, and it's a bit on the pricey side too. "

81%



During the matches, you're kept informed by a series of running comments.

TACTICAL MANAGER

There are many football fans who would like to take issue with the title of this game. No doubt Blackburn Rovers and Manchester United fans will be reasonably happy with the tactics of their respective managers but the majority of us are left to ponder the gaffer's idiosyncratic team selections and tactics.

I've got two words to say to Howard Wilkinson – Eric and Cantona. Doh!

Do I not...

Tactical Manager has been around in various guises for some time now. Originally called *Football Tactician*, it built up a solid following through mail order sales and has now been re-written, revised and packaged for general sale.

But does the market really have room for yet another football management simulation?

The top 30 games chart in May had four footie sim entries and one must wonder how much more you can actually do with the point and click football stats medium.

Well, for a start you can add even more statistics.

Black Legend are releasing four versions of the game; *English League* (Premiership and First Division), *Italian Serie A And B*, *Scotland* and *German Bundesliga*. This version contains all the Premiership and First Division teams.

Unfortunately, you can't walk straight into a top job – you start with a rating of three and you can only get a post with a team of the same rating or less which basically means donning the managerial shell suit at any First Division club, apart from Crystal Palace.

There is a fair amount of information to digest and out of all the sims available, *Tactical Manager* is the most text-based. So you have to be a serious fan of the genre to take this on board.

All the usual management options are here including piles of players stats, access to all the info at other clubs, transfer markets and a useful editing system whereby you can update names and stats as and when they change.

Player profiles are a tad random (Paul Ince hasn't got one though lesser stars have) and some of the info is rather odd – Leeds' Gary Kelly earns more money than team-mate Gary Speed here. If you're a popular chap, it's possible to have up to 46 players on the go at once.

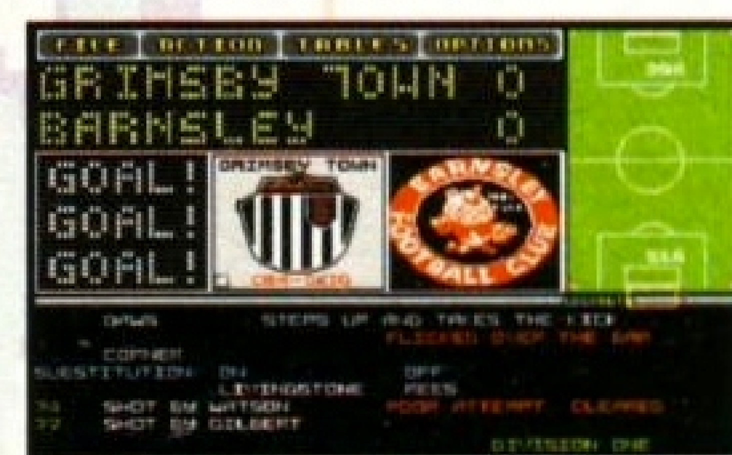
Although the information is quite detailed, *Tactical Manager* is well-designed, easy to play and runs at a decent speed. The matches can be watched as a series of comments, highlight comments or just as goals. A marker on the pitch enables you to see where the ball is during play.

Like that

Strategy and tactics are based on a number of styles such as Sweeper System, Through Balls, Rough Playing or Heavy Marking. They take a while to get the hang of but you basically find a system to suit the strengths of your team and adjust them depending on your opponents.

Tactical Manager is probably the most detailed management sim around. There are enough stats and options to suit the anorak-sporting fanatic but some may find the barrage of text a touch bland. It's not a game for the casual fan, but *Tactical Manager* should satisfy even the most committed Fergie wannabee.

Steve Bradley AF



Toby Tyke and Barnsley suffered a reverse against the Lincolnshire men.


Pick a club by weighing up the strength of the team, or go for the prettiest badge.



All the vital footie news is constantly updated between matches.

TACTICAL MANAGER

PROGRAMMERS
Camy Maertens and Talking Birds

PUBLISHER
Black Legend
0438 8400034

PRICE
£25.99

RELEASED
Out now

GRAPHICS
1 2 3 4 5 6 7 8 9 10
Completely text-based but *Tactical Manager* is clearly set out and easy to use.

SOUND
1 2 3 4 5 6 7 8 9 10
Not the management sims' strong point. Annoying music and the odd cheer.

ADDICTION
1 2 3 4 5 6 7 8 9 10
Plenty of detail and fast enough to get to the next game without too much waiting around.

PLAYABILITY
1 2 3 4 5 6 7 8 9 10
Despite the initial shock at the amount of info, it's an accessible and playable sim.

VERDICT

"*Tactical Manager* will appeal to the committed footie management fan. The host of different options should ensure longevity, particularly with the promise of seasonal upgrades."

78%

MONOPOLY

Wouldn't it be great if all this money was real? Well it's not, so there.

Monopoly brings out the worst in people. You may have strong views on an individual's entitlement to gather a bonkers amount of loot, but a few minutes into a game of *Monopoly* you become a property hoarding, money grabbing scoundrel – and it's fabulous.

But effectively translating such a classic game on to screen, with all its quirks and tensions would seem a tough task. Not so.



Up to eight human or computer competitors can play. Isn't that St Paul's Cathedral in the background. I'd love to build a few hotels on it.

Angel Islington

Assemble a cast of bizarre, *Viz*-type characters and some vaguely amusing animated sequences together with a large tablespoon of humour and you've got yourself a recipe for some serious Amiga-enhanced wheeler-dealing.

Two of the characters in particular look like they've stepped straight out of the pages of the popular adult comic. Frank Barrow is a dead ringer for Farmer Palmer and Mrs Starch, despite the name, rather resembles one of the Fat Slags.

The computer players have individual characteristics – some are sneaky, some greedy, others are plain stupid. Up to eight can play and you can mix human and computer players if you wish. Playing the game is simplicity itself, all the usual *Monopoly* rules apply – intensive manual scanning is not required (always a bonus for the boot-up-and-get-on-with-its like myself). If you don't already know, the basic idea is to buy property and build houses and hotels gaining rent money in the process to fund expansion.

Each property has its own animated street scene and the players' counters – irons and cars, you remember – all chug along in a whimsical manner.



Everyone throws the dice at the start of the game to see who gets first opportunity to hit the streets and snap up some prime real estate.

Community Chest

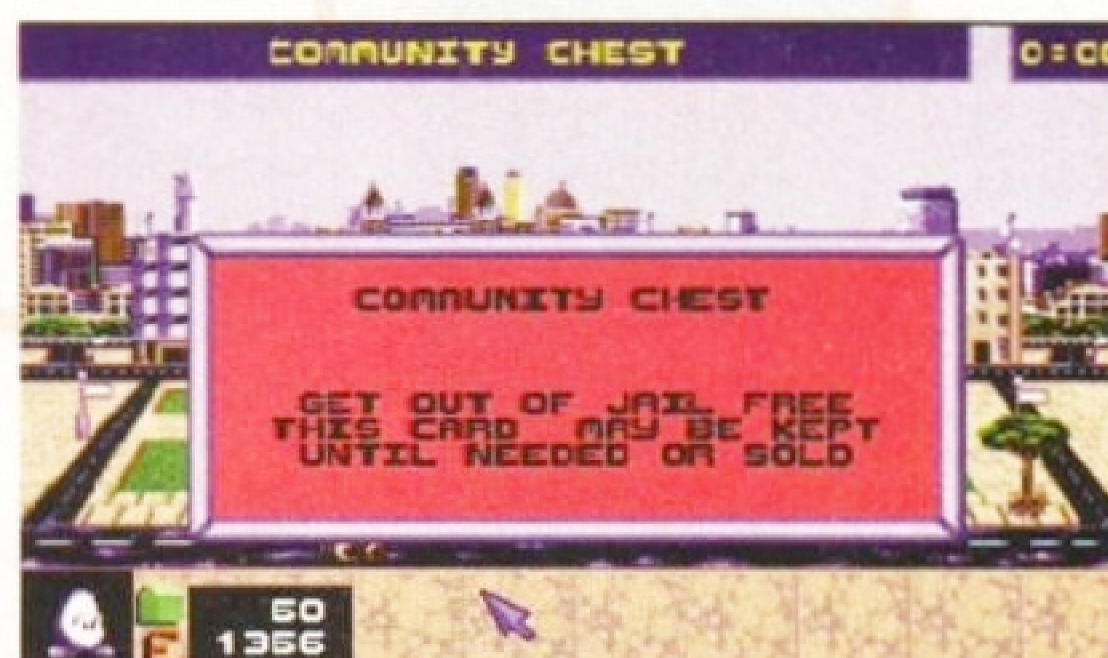
It actually all works pretty well. But whether you're keen enough to shell out 28 sovs is another matter. The *AF* office certainly had a fine time taking a Chance and delving into the Community Chest with odd unwanted trip to one of Her Majesty's 'holiday camps'.

Unfortunately, none of the players ever nip off to the toilet so the odd, pinched £100, or a sneaky free hotel is out of the question. Who ever played *Monopoly* without cheating? Rather expensive, but fun nonetheless.

Stephen Bradley



Every property has its own street scene although there are startling similarities between the four London stations.



Always a useful card. Hopefully, you'll never have to use it, but you never can tell in the rough and tumble world of *Monopoly.*

MONOPOLY



PROGRAMMERS
Malcolm Lansell, Kevin Wells

PUBLISHER
Supervision, 071-702 9231

PRICE
£27.99

RELEASED
Out now

GRAPHICS
Quirky and well-animated, the comical visual sequences are one of the strong points.

SOUND
Not a great deal to hear apart from the dice-rolling and the odd chugging effect.

ADDICTION
Monopoly works because you can happily play against both friends and computer players.

PLAYABILITY
The icon panel is simple to use and it won't be long before you're living it up in Mayfair.

VERDICT

" A cast of shifty characters, comical animated sequences and easy-to-use icons ensure that budding property moguls will have a fine time attempting to bankrupt one another. "

75%

SIERRA SOCCER
WORLD CHALLENGE EDITION



The wall lines up but if it's a perfectly floated free kick there is little you can do.


The action replay is excellent and works in similar fashion to a video recorder.

Nipping smartly in before World Cup fever is upon us comes Sierra's summer football offering. Remember *Striker*? Not the Seventies footie board game where you whacked the players' heads, hoofing the ball towards the onion bag only to be scuppered by the fabulous diving goalies; but the frantic Amiga game released alongside *Sensible Soccer* back in 1992.

Well, *Sierra Soccer* bears an uncanny resemblance to *Striker* in both looks (though the pitch view is wider) and play. In fact, one might think the same teams developed both games but no; different programmers and two years apart.

Sierra Soccer adopts the tried and tested *Sensible* pitch view and offers up all the teams playing in this year's World Cup with England as an added bonus – well, there's no harm in pretending, right? Mind, the players names have been changed – no official licence, see, so you get McGrarf playing for the Republic of Ireland (if he turns up) and Fyortoff turning out for the Norwegians. Unfortunately, you can't edit the names but there is room for one custom team (all you miffed Welsh, Scots and Northern Irish).


All the World Cup teams are in here and one other. Can you spot them?

Simple steps to scoring

So what extra, if anything, does *Sierra Soccer* offer to the arcade football genre? Not a great deal if truth be told. The play is quick and the controls work in a similar fashion to *Sensible Soccer* – the aftertouch, short and long passing work OK, but the major problem with the game, particularly in two-player mode is the way the ball is almost glued to the player's feet. And it is soon apparent that the best way of scoring is to embark on a mazy dribble upfield á la Charles 'Charlie' Charles (of Harry Enfield fame) before rounding the keeper and stroking the ball into the back of the net. Fortunately, the computer teams don't allow you such luxury, but all the same it's a major flaw, particularly because the goalies seem rather fallible.

Saudi Arabia 1:1 Switzerland (stats screen)

Saudi Arabia		Switzerland
1	Goals	1
14	Shots	6
10	Shots on Goal	4
1	Corners	0
1	Free Kicks	1
1	Bookings	0
0	Injuries	0
79%	Possession	20%

At the end of the game, there's a stats round-up just like you get on Sky TV.

The defending player is denoted by an arrow over his head and you have no means of controlling who that player is – the arrow changes automatically as the attacker comes forward. In two-player mode, this allows the attacker to run at defenders, wait for the arrow to change and then run off. A bit of a farce!

Goals galore

Tackling seems to be limited to the long slide – it's difficult to muscle in and take the ball off your opponent. And Sierra have thrown in gimmicks which in most cases serve to annoy rather than enhance the game, particularly the fiddly shot and throw lines which appear at free-kicks and throw-ins. But, as far as goals go, *Sierra Soccer* is possibly the most spectacular of football releases to date. You can score the most amazing strikes although you wonder quite how you managed it.

There are all the usual tournament, friendly, up-to-eight human player options and you can practice penalties and free kicks, but there are one too many flaws to make *Sierra Soccer* a serious contender.

Steve Bradley



You can adjust the height and direction of corner kicks, but it takes a bit of practice.

SIERRA SOCCER



PROGRAMMER Steven Dunn
PUBLISHER Sierra On-line 0734 303322
PRICE £24.99
RELEASED Out now


NEEDS 1 MEG

GRAPHICS (1–10)
Decent player animation and kit detail, but the scrolling could be smoother than it is.

SOUND (1–10)
Crowd chants are OK; but the Penalty and Free kick announcements sound ridiculous.

ADDICTION (1–10)
Too many flaws and gimmicks to keep you coming back, yet the great goals are a bonus.

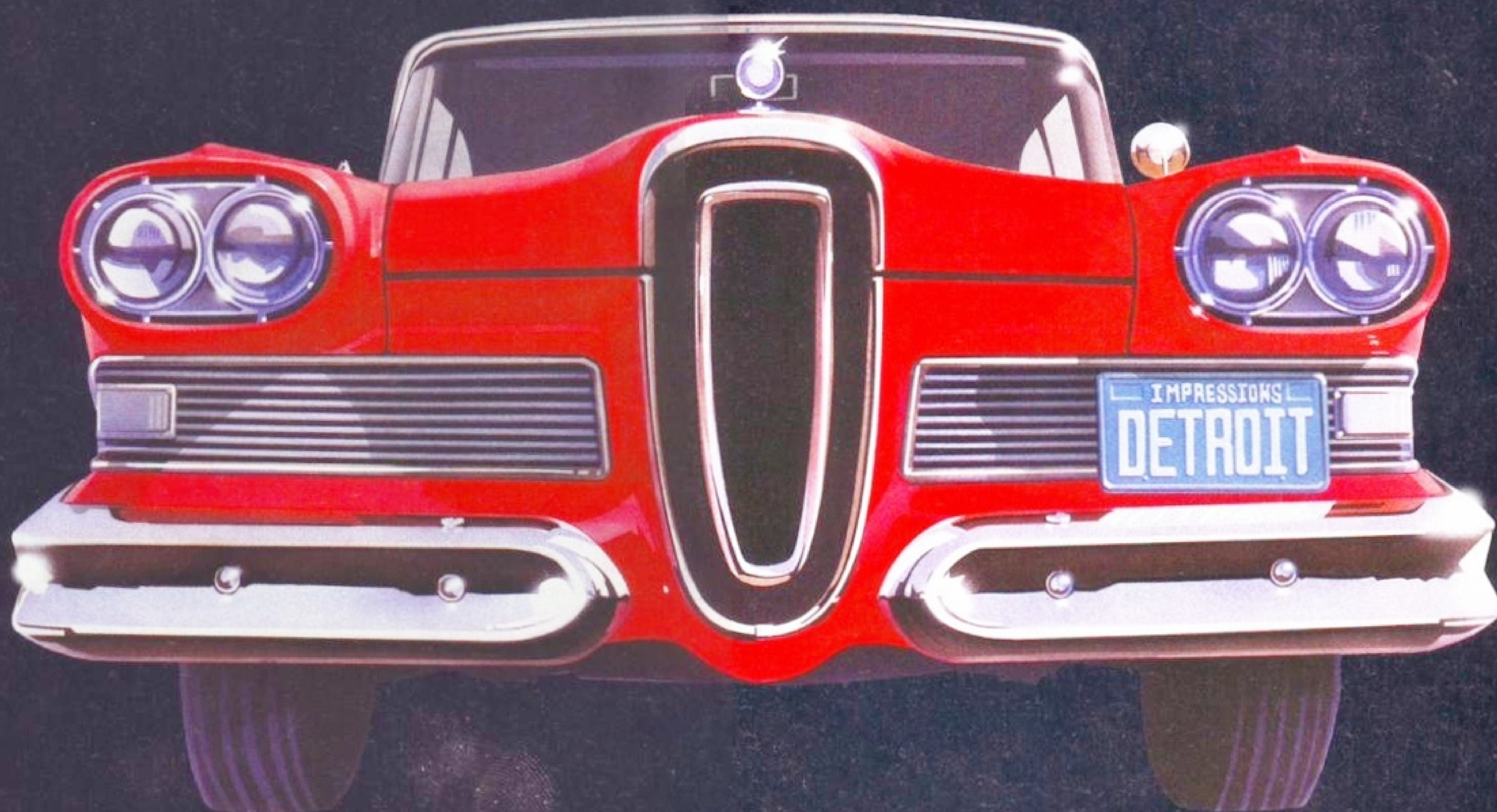
PLAYABILITY (1–10)
Better in one-player mode because it's far too easy to dribble past a real-life opponent.

VERDICT

"A couple of fatal flaws in the programming detract from an otherwise fast and playable football sim. *Sierra Soccer* doesn't break boundaries but in one-player mode, it's a decent enough performer."

68%

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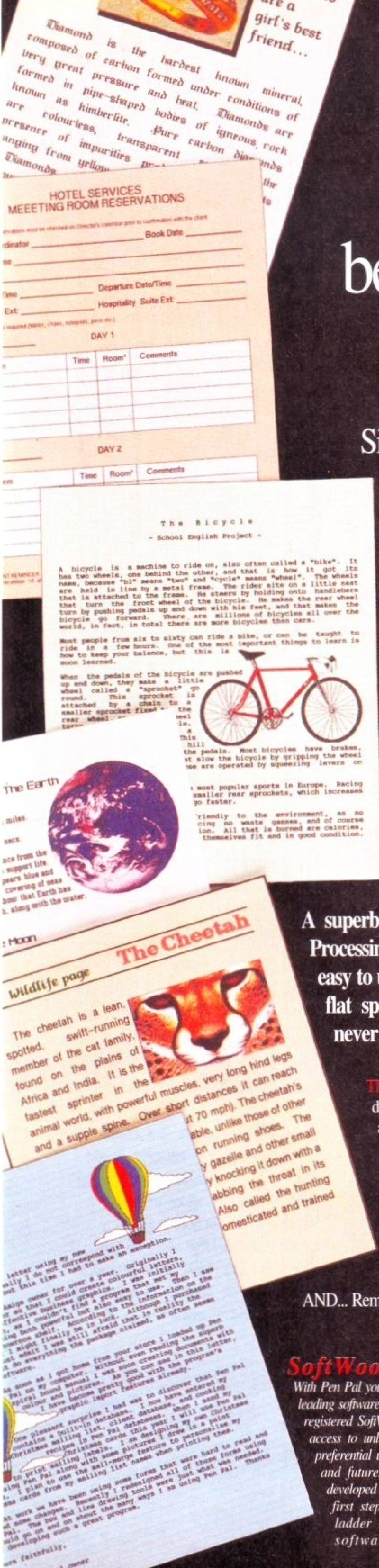
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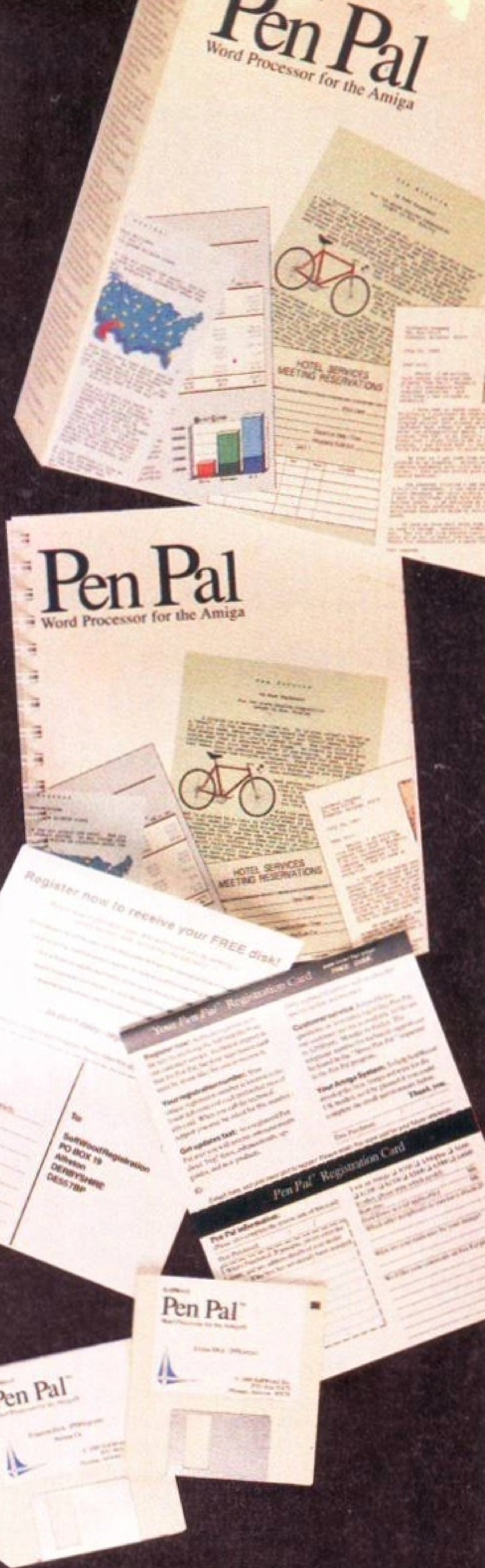


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Pen Pal

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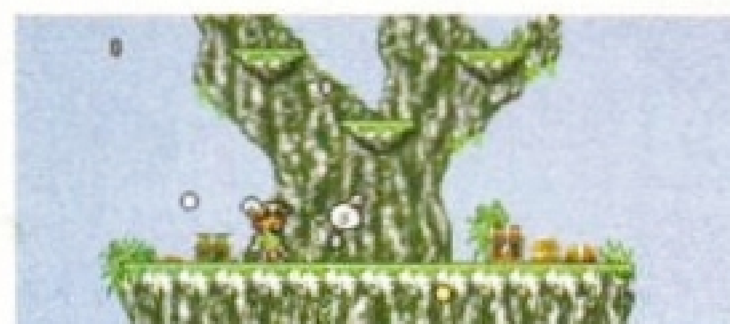
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Redbeard's men are no match for a well-aimed cutlass thrust, but you can't use it underwater.


The many secret rooms contain a wealth of bonuses and precious bags of gold.


Devil's Island is home to Captain Flynn's enemy Redbeard and his motley crew.

TRAPS 'N' TREASURES

Shiver me timbers! It can't be easy being a ruthless pirate with a name like Jeremy. For a start none of your enemies are going to take you remotely seriously and it must be hard convincing your crew you mean business when your mum sews name tags into the back of your favourite fisherman's jumpers.

Still, Captain Jeremy Flynn is indeed a pirate and commands a crew of nine men steering a ship through the shark-infested waters of the Indian Ocean. It's all plain sailing until Flynn's ship is attacked by the fearsome Redbeard and his cut-throat band who kidnap the crew and make off with all the treasure.

To add insult to injury, Flynn's ship is then caught up in a wild tropical storm and is wrecked off the coast of Devil's Island, Redbeard's well-defended home.

Traps 'n' Treasures is a cutesy platform adventure which places you in control of the hapless Flynn. You have to rescue all nine members of your crew, collect as much treasure as you can and put an end to Redbeard's pirating career. The game consists of four massive levels: Threadneedle Lagoon, Skull Grotto, The Temple and The Fortress each full of nasties, puzzles, traps and secret rooms.

To help you on your journey across Devil's Island there are various weapons, power-ups and keys as well as a handy shop containing a ragbag of useful items needed on your voyage. You can even get involved in a spot of gambling with the shopkeeper if you fancy your chances as a dice whizz.

Planks for the memory

Traps 'n' Treasures is frustrating. It's going to take you a couple of weeks just to complete the first massive level. The reason? Being an island, the game world is surrounded by gigantic puddles of sea which Flynn has to swim around.

Now, the problem with water is that it slows you down, and you can't move around as easily as you can when you're bouncing about on dry land.

Unfortunately, while you're floundering in your water wings, all the undersea creatures are homing in and making your life an abject misery.

Worse, you can't use your trusty cutlass under water to fend off the sharks, fish, and crabs who want a slice of flesh. These handicaps add up to one thing – you die... a lot. Extra food, health and restart points help, but often they aren't enough and you end up staring despondently at the Game Over screen.

Still there's nothing wrong with a challenge, right? And *Traps 'n' Treasures* offers plenty for you to sink your teeth into. Rescuing crew members is relatively easy, but there are plenty of fiendish puzzles to overcome and you find yourself trying again and again to reach just that little bit further. Maddening, addictive and intensely enjoyable.

Rob Mead




If this is Level Two it must be time for Skull Grotto, favourite haunt of regenerating skeletons, bats and scorpions.


Redbeard has heartlessly imprisoned the nine members of your crew in various locations around Devil's Island.

TRAPS 'N' TREASURES



PROGRAMMERS
Starbyte

PUBLISHER
Krisalis 0709 372290

PRICE
£25.99

RELEASED
Out now

GRAPHICS
1 2 3 4 5 6 7 8 9 10

Nothing really new. But the tiny sprites are well-animated and there's plenty of variety.

SOUND
1 2 3 4 5 6 7 8 9 10

Atmospheric SFX and jaunty shanties conjure up the world of Devil's Island to great effect.

ADDICTION
1 2 3 4 5 6 7 8 9 10

Traps is horribly frustrating, especially the tricky and extensive underwater sections.

PLAYABILITY
1 2 3 4 5 6 7 8 9 10

Four massive levels and tons of puzzles mean this game's going to take you weeks to finish.

VERDICT

" Although *Traps 'n' Treasures* may be just another cutesy platform game, there's enough originality buried deep in its innards to keep you coming back for more. "

82%



CD32 GAMES

Steve Bradley sets the discs spinning for the latest Amiga CD releases.



ULTIMATE BODY BLOWS

Team 17 0924 201846 ■ £29.99



Impressive AGA backgrounds, a vast array of characters, each with special moves characterise *Ultimate Body Blows* – one of the best beat-em-ups ever.



90%

A swift kick in the ribs is always good for starters. It doesn't look like the chap felt it, though. A bit lower next time, eh?

Combine *Body Blows* and *Body Blows Galactic* and what do you get? No, not Wakefield's 'Wild' Westgate on a Saturday night, but *Ultimate Blows*, a high-kicking conflict with 22 creative characters who take part in some fierce fighting in tags and tournaments. Add some splendid sprites and detailed backgrounds, plus 16 music tracks and you end up with the Amiga's best beat-em-up.

The participants are varied and all have special moves. Despite the hefty £30 price tag, you won't need to extend your pugnacious selection further.

Welcome to the CD32 round-up and without further ado, let us jump straight in with ***Striker*** (Gremlin, 0742 753423, £29.99, 58 per cent).

Football is all the rage at the moment – pre-World Cup fever, if you will – and *Striker* boldly pronounces on the box that it: "... is probably the closest anyone has come to creating a realistic soccer simulation". This is simply not true. If the box had stated: "*Striker* is possibly the closest that anyone has come to creating a ridiculously fast soccer simulation," then fair enough.

And check out the price – 30 knicker. The game was recently released on floppy for under a tenner, but adding a few audio tracks to the CD version is hardly worth an extra 20 quid. Having said all that, *Striker* is a reasonable footy game, particularly in two-player mode. The teams are all international and seeded and there are the usual tournament options, but this still doesn't justify its price tag.



Pick up the pick-ups and avoid the nasties in the canny platformer, *Naughty Ones*.



The fastest football sim of them all, *Striker* leaves even Ryan Giggs on the blocks. Unfortunately, it's over-priced and rather too quick to be really playable.

Two games that on the surface offer little, but with a bit of perserverence turn out to be worth exploring, are ***Naughty Ones*** (Interactivision, 071-702 9391, £25.99, 80 per cent) and ***Donk!*** (Supervision, 0438 840004, £25.99, 77 per cent).

At first glance *Naughty Ones* looks like a decidedly average platform game in which you have to steer a couple of spritely lads through various rooms, picking up bonuses and avoiding hazards such as clocks, robots, dripping acid and plasma death bolts.

The game seems to be a straight port of the A1200 version, which scored a thumping 86 per cent in *AF58*, which means it's tricky, addictive, frustrating, fiendishly moreish, refreshingly simple and a smashing two-player romp.

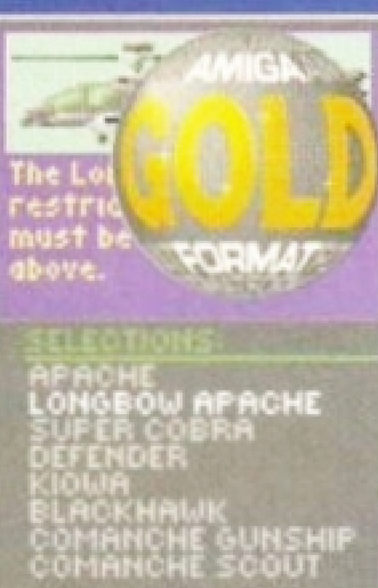
Donk! the platform game starring a Samurai Duck which scored a tasty 85 per cent in *AF53* has been tweaked for its appearance on CD32. Sadly, the animated sequences and slightly different way in which the levels are laid out don't

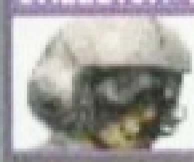
Continued overleaf ☛

GUNSHIP 2000

MicroProse 0454 326532 ■ £29.99







Helicopters. Big helicopters. That's what these gunships are. And powerful they are too. This is not only for the blow-em-to-bits folk, for there is also heaps of techie detail and missions galore. It looks great too, particular now it's in 256 colours.

Add to that some pretty rendered animation sequences and the fact that it's six quid cheaper than when it was released on floppy. By jove, that's fair play.



Whether you like to discover all the technical details of an Apache chopper, or simply blow other 'copters out of the sky, *Gunship 2000* has something for you to get into.

There are rather good rendered animations in *Gunship 2000* which add to the atmosphere before you head off to kill folk.



A Samurai duck with an appetite for scaling platforms, *Donk!* is an unusual, yet addictive, platform game.

really add to the gameplay, and seem to slow down the loading time.

The Let's Go message that flashes up before new levels is particularly annoying, because what it really means is: Let's Hang Around For A Bit And Stare At The Ceiling For A Short While. Despite this (and the graphics, which don't look any better), *Donk!* is worth perservering with because it's a testing and compelling platformer.

More prehistoric antics are on offer in the platform/puzzler **Chuck Rock 2 – Son Of Chuck** (Core Design, 0332 297797, £29.99, 79 per cent) which opens with an excellent animation recounting a tale of love, jealousy, revenge and car manufacture. Chuck has been kidnapped by evil rival, Brick Jagger and Chuck Junior must negotiate six tricky levels in order to rescue his Dad.

It's simple enough fare; bright cartoony graphics and many an enemy to clobber with your club – and check out the huge end-of-level bosses. However, it is quite similar to its predecessor and the gameplay becomes a tad repetitive after a while. But heck, it's entertaining, if expensive.

Rolling in some five pounds cheaper than our Chuck comes the eager ***Beavers*** (Grandslam, 081-680 7044, £24.99, 67 per cent) and it's an unusual platformer in that you have to constantly stay on the move because the screen scrolls continuously – slow up and you're consumed by the edge of the screen. It's about as easy to do as standing on a log.

Again, it's a kidnap scenario – this time Mrs Beaver – and despite your doubts about wanting to rescue the old bird in the first place, you are required to traverse marshland, a graveyard and various other places of scenic interest. *Beavers* is a bouncy affair with simple graphics and some pretty effects, but as far as lasting interest is concerned... oh, I've forgotten what I was going to say about it.

Well here's a cute little number. ***Fire And Ice – The Adventures Of Cool Coyote*** (Renegade, 071-481 9214, £24.99, 85 per cent) sees Cool off in search of abandoned pups across the world. With 30 levels to tackle, power-ups and bonuses to collect, he's got a whole new world to discover.

The graphics are beautifully drawn, Cool is smooth and controllable – he has a gun which fires ice pellets and it works great in the cold countries, but not so good in warmer climates. The levels are both interesting and varied and there's plenty of humour for those that like that sort of thing. One of the best platformers available for the machine.

The film has disappeared and the premiere is tomorrow. And if you don't retrieve it pronto you'll get the sack. Or something. With six film sets to explore including sci-fi, and black and white and horror, ***Premiere*** (Corkers, 0332 297797, £14.99, 83 per cent) is certainly



Appearances can be very deceptive. Despite it's cute exterior, *Beavers* is a tough plaform puzzler.



When the evil Brick Jagger kidnaps your Poppa, there is only one course of action to take. Son of Chuck must negotiate his way through six tricky levels to rescue him.



Platformmeister Andy Braybrook is responsible for the adventures of Cool Coyote in *Fire and Ice*. And he also knocked up *Rainbow Islands*. And *Uridium 2*. And...

FRONTIER – ELITE II

Gametek 0753 553445 ■ £29.99



Any references to *2001* are purely coincidental, and the fact that the program plays Strauss' Blue Danube when docking is just one of life's odd coincidences. Honest.

With the keys to your shiny new Eagle long-range fighter in hand, it's time to boldly go where no Amiga CD32 has gone before, meeting strange new races and selling them cheap junk for large sums of cash.

This follow up to the classic space trading game *Elite* allows you to explore the universe and seek your fortune any way you wish. Alternatives include piracy, interstellar trading or interstellar assassinations. The universe is your oyster.

Anyway, it's all great fun, albeit in a slightly confusing way. The only differences between this and the floppy version is that the controls have been adapted to use the controller (although you can use a keyboard or mouse if you have one) and the ability to save to the non-volatile memory. It's not difficult to use the controller, although it does take a while before you feel like you're completely in control. Also, you can only save the game when your vessel is docked. One good thing is that the bugs (such as the infamous passenger-carrying ship selling bug) which bedevilled the early releases of this game all seem to have been fixed.

You still have the same cheesy music, no texture mapping and no great increases in speed. Small grievances aside, it's a bloody great game which will probably keep you going for years to come.

91%



The level of detail in *Frontier* is astounding. The cities even have individual buildings, and you can fly between them. However, the texture mapping on buildings and ships found on the PC version is, regrettably, not present.

one of the most original platform/puzzlers around. The baddies all relate to the particular sets they're in – Tumbleweed and Pesky 'injuns' in the Wild West and it could almost be *Bubba 'N' Stix* in a previous incarnation. However, connoisseurs might find it a tad repetitive in the gameplay stakes, but you get value for money with its price at 15 sovs.

More frenzied platform frolics as **Zool 2** (Gremlin, 0742 753423, £29.99, 87 per cent) hops in with extra levels, 10 music tracks and some natty 3D animated sequences. It's not wildly disimilar to the original, but that was so good it can't be a bad thing. A treat.

Golf, a good walk ruined? I think not. **Ryder Cup** (Ocean, 061-832 6633, £29.99, 85 per cent) is the team tournament played between Europe and the USA. Visually, it's superb (speedy graphic redraw), there are three different control options and four courses to tackle. You can join Seve and the gang or simply play singles. However, although *Ryder Cup* plays nicely it still doesn't quite match the ageing, but classic, *PGA Tour*.

A platform/puzzler in the *Lemmings* mould, **Humans** (Gametek, 0753 553445, £29.99, 78 per cent) is an evolutionary game where you attempt to guide Man through a whole pile of levels discovering a variety of helpful delights – such as fire, the wheel and rope – along the way.

Loads of tricky puzzles have to be solved before you can progress between levels. And you'll encounter many obstacles along the way including burning bushes which you dispose of using fire. The controls can be a bit fiddly at times, but with both *Humans* versions one and two included, it's pretty good value.

85%



The latest in a long line of excellent Amiga golf games, *Ryder Cup* enables you to play in a team against the Yanks.

78%



Two games on one CD. Let's hope it catches on. Some of the puzzles you have to solve are positively inhumane.

87%



Zool's back, only this time he's got a female companion and a dog to help him out. If it's frenzied platform action you're after, *Zool* is the quickest of them all.

83%

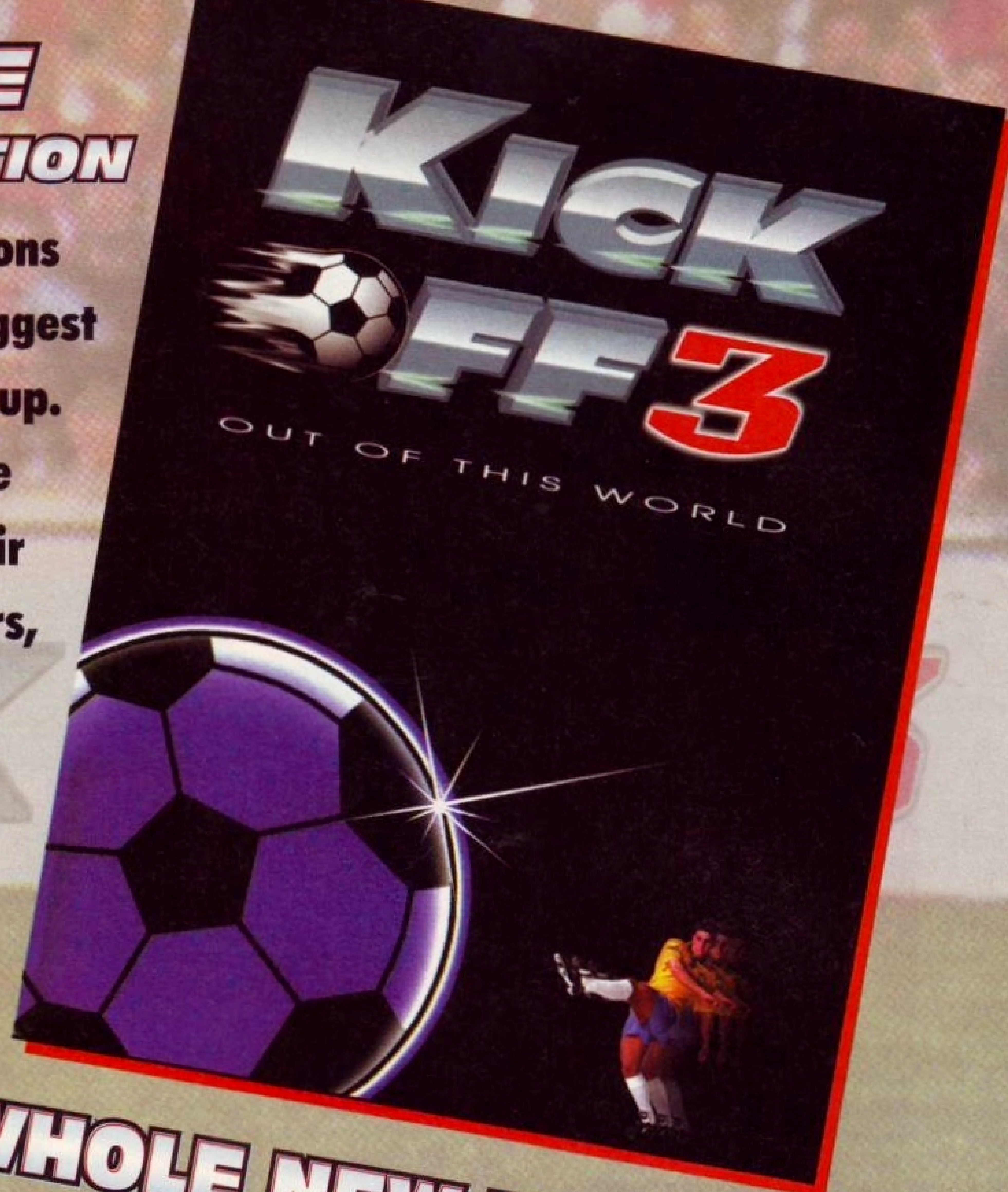


The premiere is tomorrow and rookie director Clutch Gable is in trouble. Search the film sets and find the film cannisters in this cartoony relation of *Bubba 'N' Stix*.



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RE-RELEASES

Stephen Bradley checks out all the old favourites and the AGA versions of more recent games in this month's re-releases.



If you can read the manual then you should have no trouble with the game. *Tornado* also has a tasty head-to-head option which offers you and a pal some mortal combat.



The original game of the Gods, *Sim City* offers you the chance to build and run the town better than your local council. And there is a plethora of historical scenarios too.



Jimmy White – the people's champion, some would have you believe. Archer MacLean's snooker sim is the finest and most detailed of them all. Go out and do it.



A classic RPG from the chaps that recently brought us *Beneath A Steel Sky, Lure Of The Temptress* is an excellent open-ended adventure game. And now it's only 15 quid.

Welcome to another exciting episode of re-releases. This is the part of the mag between the CD32 reviews and the GameBusters pages where we pick the best of those games that have been dusted down and given a new lease of life.

Many of them are classics that are now available at budget prices, so if you've just bought an Amiga check out some of the truly great games that you can pick up for a snip, and some are AGA versions of A500 games.

Many of the games featured here are real high-fliers and none more so than that storming flight sim **Tornado AGA**, (Digital Integration 0276 684959, £34.99), which comes with a 332-page manual that's so large that there is even a chapter about finding your way around the manual.

The graphics have been enhanced on this AGA version, and it feels a tad quicker than the original game. But at £35 you'd have to be keen on flight sims to hand over the readies.

On the plus side *Tornado* is one of the more sophisticated Amiga flight sims you're likely to come across, and there are hosts of options and in Combat Mode you can play head-to-head. Existing owners of the A500 version can upgrade to the A1200 version for £9.99 by sending their original disks to Digital Integration. The non-AGA version of *Tornado* scored 80 per cent when it was reviewed in *AF56*.

You thought it was all over, and the domestic football season is, now. But that doesn't stand in the way of footie game releases such as **The Championship Manager Compendium** (Domark 081-780 2222, £27.99, reviewed *AF48* 82%, upgrade not reviewed).

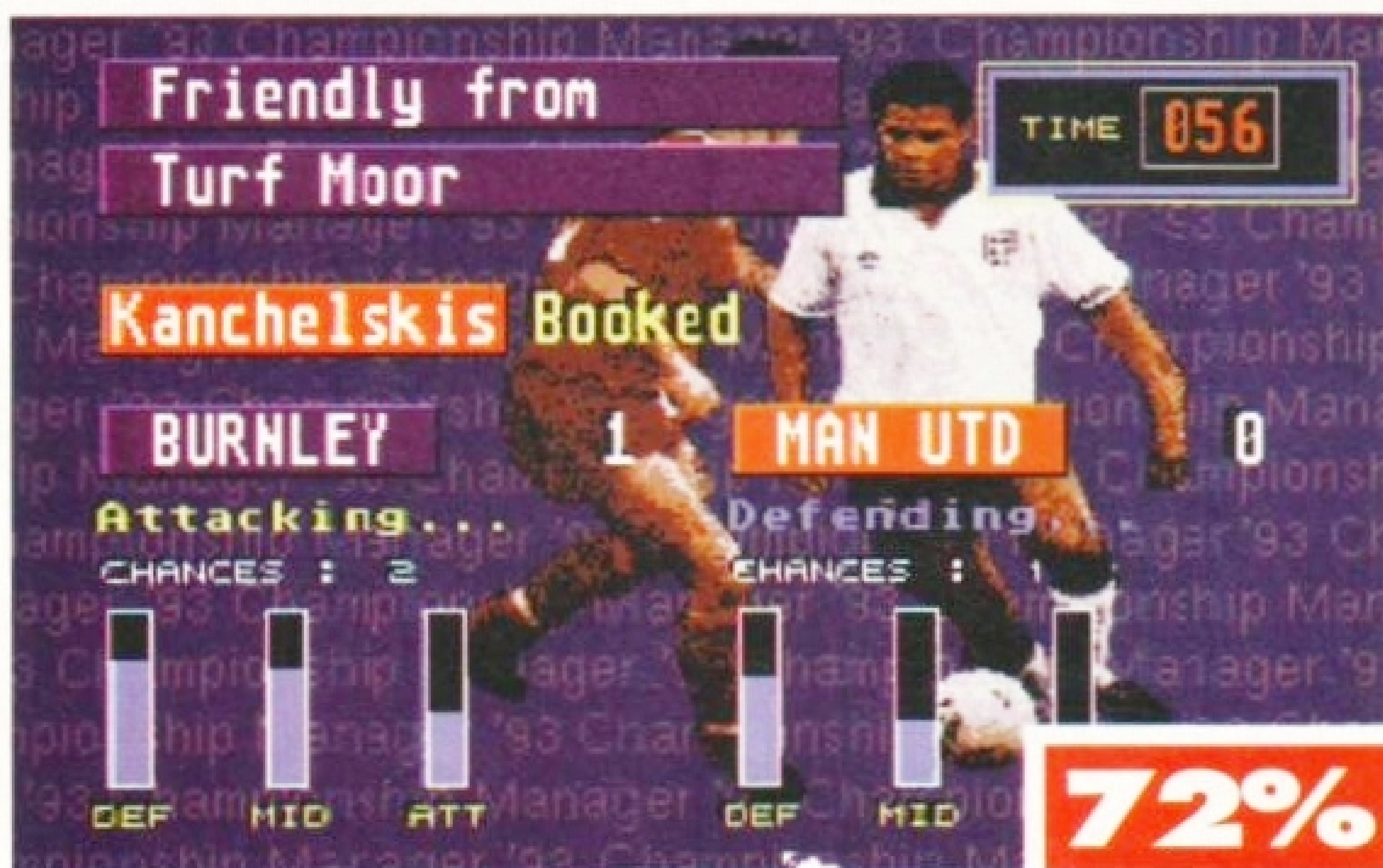
Actually it's a bit sneaky this. The football season comes to a close and Domark release *Championship Manager '93* together with the *'94 Season Upgrade* so that all the info from the start of last season is up-to-date. But the season has finished, so come August when the whole thing kicks off again, there will be a load more changes after the Summer transfer merry-go-round making this out of date. Aargghh.

Anyway, *Championship Manager* is a good management sim with plenty of detail and it looks attractive. But why Domark couldn't have simply put this lot on to four disks in one box and cut the price accordingly is a bit of a mystery. My advice is to wait for *Championship Manager Superleague* which is due out in August.

Remember Comic Relief? It was more of a sigh of relief when everyone put their red noses away, but it brought us **Sleepwalker** which helped raise money for the charity bonanza. Anyway, the A600 and A1200 versions are back with us (Hit Squad 061-832 6633, both £9.99, reviewed *AF44* 91%, A1200 version reviewed *AF47* 89%)

It's an attractive platform puzzler, original and playable, and some of the money is still going to charity even though it's now down to a tenner. Plot: boy goes sleepwalking and you, as his protective pup, must stop the young-feller-me-lad awakening from his slumber. Plenty of levels, pretty sprites and if you've got an A1200 you can get the enhanced version for the same price.

If you yearn to play a character called Kavodac and to waggle a joystick at the same time, then the Bitmap Brothers' role-playing game **Cadaver** is just what you need (Kixx XL 021-625 3311, £14.99,



Football management sims remain incredibly popular. *The Championship Manager Compendium* is a bit late in the day because of the Summer transfers.



Cadaver is an unusual role-playing game in that hand-to-eye co-ordination is a necessary skill, rather than the usual mouse-clicking that goes with the territory.



MiG-29M Superfulcrum: the sky's the limit as you take control of a Russian fighter plane and wing your way through the stratosphere a shootin' and a bombin'.



Sleepwalker: you are the faithful hound who must keep his owner out of danger as he somnambulates his way around the levels in this Comic Relief platformer.

reviewed *AF17* 83%). There are plenty of puzzles to solve and monsters to mash. Also included in the package is the *Pay Off* disk which contains over 200 extra dungeons and rooms to explore. Not really for fanatics but worth a look.

Poor old Jim – that elusive world title. Better luck next year eh? Still, at least Archer MacLean did a great job programming ***Jimmy White's Snooker*** (Hit Squad 061-832 6633, £14.99, reviewed *AF26* 91%) and it's the classic Amiga snooker game. Incredibly detailed yet playable, seriously approached but with humorous elements, the whole package is smooth and the 3D view is excellent.

JW Snooker is good value at £15 but it's also on the £30 *Award Winners Gold* compilation along with *Sensible Soccer*, *Zool* and *Elite*. And that's even better value.

A gaming landmark, ***Sim City*** (Hit Squad 061-832 6633, £14.99 reviewed *AF6* 92%) is now some five years old but its influence remains undimmed through the, er, passage of time.

Whatever, it's a famous god game and the idea is to design and run a city, keeping all the facilities going and the inhabitants happy. But nobody said running a city was easy and you have to collect taxes, attract investment, keep an eye on the crime rates and generally make sure that everything's ticking over nicely in the old metropolis.

If creating your own city seems too much like hard work, you can always try running a ready-built one and these include such bizarre scenarios as San Francisco 1906 (earthquake city) and Tokyo 1957 (large monster attack).

Graphically it all looks rather basic by today's standards, but pretty pictures aren't everything and *Sim City* remains a tremendously playable game. And that's what really counts, right?

Another hugely influential game that's now available at a budget price is Revolution Software's ***Lure Of The Temptress*** (Hit Squad 061-832 6633, £14.99, reviewed *AF36* 92%).

Who is this temptress? And how can I lure her? "How 'bout a nice cup of tea, pet?" "Geedaardovit, you." Set in the rather Gary Larsonesque-sounding Turnvale, *Lure Of The Temptress* has a huge gaming area to explore, with loads of odd characters wandering about the shop and a decent dose of humour.

And one of the best things about the game is that you can construct sentences to interact rather than just click on a set response. The plot itself is full of the usual dungeons and monsters; the idea is to de-throne the evil lass and free an honest, decent goody goody. Visually it's excellent and well recommended.

MiG-29M Superfulcrum (Hit Squad 061-832 6633, £14.99, reviewed *AF29* 89%) is the follow up to *MiG-29* and basically it's more of the same flying lark and then some more.

If flying superfast Russian craft is your thing then you won't be disappointed. Smooth graphics and fabulous air-to-air combat routines, combined with the opportunity to fight a full war ensure, that there's enough action for those who like a scrap. But having said that, it's certainly more for fans of the genre than for the casual boot-up and blow-em-away types.

MAKING THE MARKS ADD UP

You may be wondering why the games in Re-releases have got two marks – one in the text and one on the picture. The mark in the text is the one that was given when the game was originally reviewed in *Amiga Format* and the score on the picture is what we now consider the game to be worth.

The reason the marks are occasionally very different is that we take the price of the game into account, how it's aged, and whether it's been superseded by a new generation of better or faster games. For example, if a new AGA version is not very different to the old A500 game, but costs £5 more, it will be marked down. But if we felt a game was overpriced when it was originally released, it is likely to score a higher mark when it is released on a budget label.

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Tips for the top-selling

Chart Busters Amiga Games

MORTAL KOMBAT

Reviewed *AF55* 74% ■ Virgin 081-960 2255



Goro's four arms make him a great hit with the girls at Madame Cyn's celebrated parties.

Recently I found a few cheats for *Mortal Kombat* on the A500 and A1200. For the first one type in Vampire on the Ethical Code screen. Try with or without Caps Lock on. When the writing goes white and a chime sounds, the blood is off.

The second cheat is as follows: type in Dullard cheat Dullard cheat Dullard cheat Du on the Main Selection, not the Options Screen. You'll notice under the two option lines there will be a new one called Cheat Mode. Choose this and you will be given a Diagnostics Screen where you can change the preferences of your game, for example which item you chop, whether you play Reptile without double flawless or fatality, enabling you to reduce your opponent's energy to a quarter or see the biographics at the end.

Bobby Mufti, Ilford, Essex

PINBALL FANTASIES AGA

Reviewed *AF57*, 80% ■ 21st Century 0235 851852

To get the extra ball (the fourth, at the end of the game) in one-player mode on Partyland, hit the space bar as many times (in rapid succession) as the number on the display panel indicates.

John Morgan, Norwich, Norfolk

PREMIER MANAGER 2

Reviewed *AF53*, 89% ■ Gremlin 0742 753423



When you've finished kitting out your players it's time to upgrade your stadium.

Just a short letter to tell you of some useful tips for *Premier Manager 2*. Choose the formation 4, 2, 4, have Tackling on Normal, Passing on Low, Marking set to Nearest Man, and Shoot on Medium Range, and play a sweeper system. By using this you can take on a team that is much better than your side and still win.

When buying new players always buy players without a contract, so you do not have to pay the club. Always give the amount the player asks for and then a generous wage and you should always get the player. By using the scout, you can choose the type of player, and most of the time the scout picks players without a contract.

Robert Ince, Leicester

FRONTIER: ELITE 2

Reviewed *AF54*, FG90% ■ Gametek 0753 553445

Here is a tip for *Frontier*. When you have bought yourself a big enough ship, such as a Panther Clipper, and you want some serious firepower, equip it with a small Plasma Accelerator and fit a Laser Cooling Booster to it.

Although the manual states that the Cooling Booster has no effect on Plasma Accelerators, it will keep them cool at all times allowing you to fire a constant stream of energy – useful if you are a really bad shot.

Ian McVickers, Denny, Stirlingshire

ZOOL 2

Reviewed *AF55*, FG93% ■ Gremlin 0742 753423



Zool hated Sundays because his mum always made him play Snakes And Ladders.

On *Zool 2* in Tooting Common Zone 1, go to the end of the ice strip with the balls and shoot to the right, a brick appears. Shoot again and another brick appears. Repeat this process until you see a platform, then jump on to this and collect the goodies.

Alexander Ingram, Edinburgh

GAME BUSTERS

We'll help you to help yourself, make it through the night, lunch hour and the days between those Red Dwarf re-runs. Just send in your cheats and tips.

SECOND SAMURAI

Reviewed *AF53*, FG91%
■ Psygnosis 051-709 5755

Here are the level codes:

Zone 2: RFFIZIAC
Zone 3: ZOHNAGA3
Zone 4: VC5UPZWE
Zone 5: N6KJXWDR
Zone 6: T3DYTJ12
Zone 7: CUTUJMGI
Zone 8: VOOXBC2T
Zone 9: SVMB4A1F
Zone 10: OGPHPGGH

Please note that I may have made a mistake when writing these codes down. A letter 'I' could also be the number '1' and a letter 'O' could also be the number '0' (zero).

Michael Carter, Georgeham, North Devon



You're going to need all the sword-wielding scores you can muster to defeat this end-of-level meanie.

POPULOUS

Reviewed *AF47* 89%
■ Ocean/Hit Squad 061-832 6633

When you're playing *Populous*, if you are being beaten by the enemy, simply go to Paint Map in the World icon and get rid of the baddie's land. Once you have done that, select Play Game from the World icon and you should have won the game.

James Crow, Ipswich, Suffolk



Take the heat out your enemy's battle plans with a spot of well-intentioned cheating.

F-117A NIGHTHAWK: STEALTH FIGHTER 2.0

Reviewed *AF54*, FG92%
■ MicroProse 0454 326532

I came across this tip while on my way to destroy the Palace at Baghdad. If you target an object in Ground HUD mode on the Trackcam and press 'U', the target will be destroyed without using any weapons and at any range. If the target is the primary or secondary you still get the points for achieving the objectives. This cheat only works on ground targets, not airborne targets.

Alan Gaulton, Wrexham

Patrol the world's trouble spots with this excellent flight sim from MicroProse.



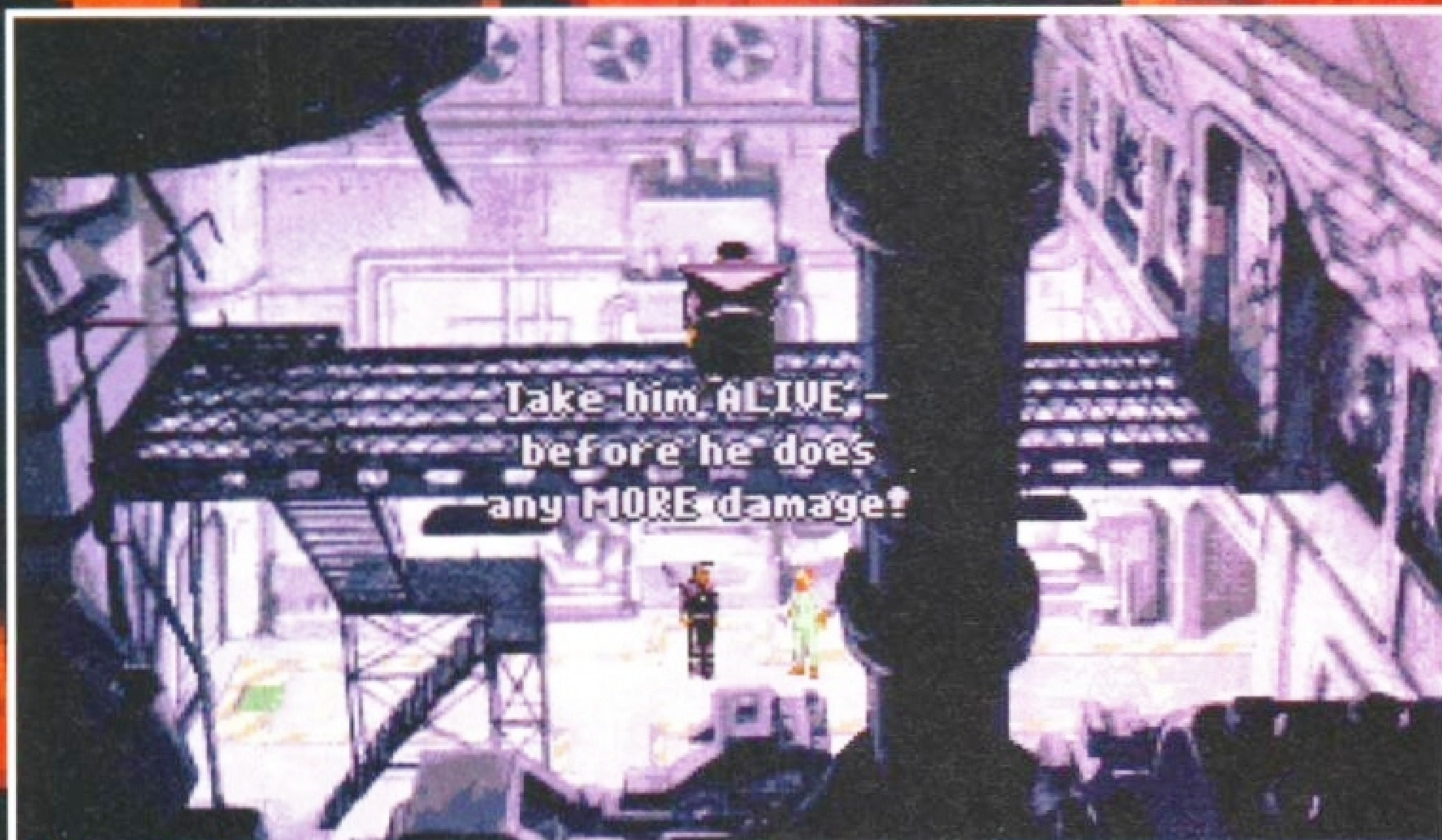
£25 winner

Each month, the sender of the best full and complete Gamebusters players' guide is entitled to a £25 *Amiga Format* mail order voucher or a Gremlin game of their choice.

BENEATH A S

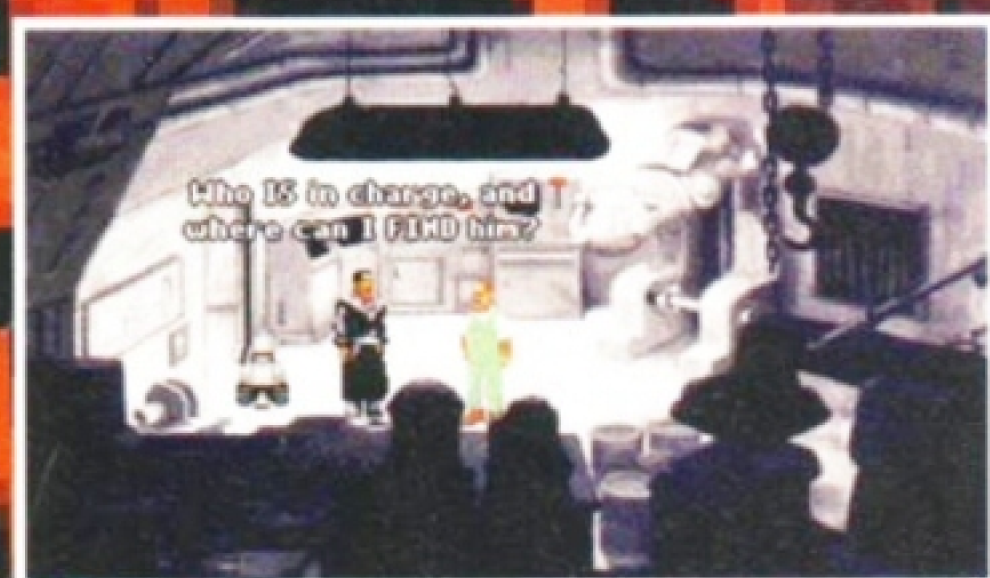
PART 1

If you're struggling through the futuristic world of the brilliant graphic adventure *Beneath A Steel Sky*, then try taking this advice from Revolution Software, developers of the game. Part Two of this complete solution will be in next month's *AF*.



Foster eavesdrops on Reich's conversation with Hobbins and begins to unravel the mystery surrounding his abduction.

Get the rung from the top of the stairs on the left of the gantry, then use it on the fire door to the right. Watch the animated sequence. When the security officer has gone, go back into the recycling plant, down the stairs and then go right towards the lift room.



Hobbins the handyman is a useful source of information and the proud owner of a spanner and unsavoury sandwiches.

Examine the transporter robot, then examine the junk to reveal a robot shell. Use the circuit board from your inventory on the robot shell to activate Joey. Talk to him. Now stand on the lift to activate the alarm. As soon as Hobbins the workman comes in and switches off the alarm, go right into his workshop, open the cupboard door and take the spanner from the bottom shelf. Ask Hobbins where you are, then keep talking to him to find out what's wrong with the transporter. Go back to the lift room.

Ask Joey to start the transporter. The transporter now disappears and comes back with a barrel and places it on the lift. As soon as the lift goes down, jump into the hole and this will take you down to the furnace room.

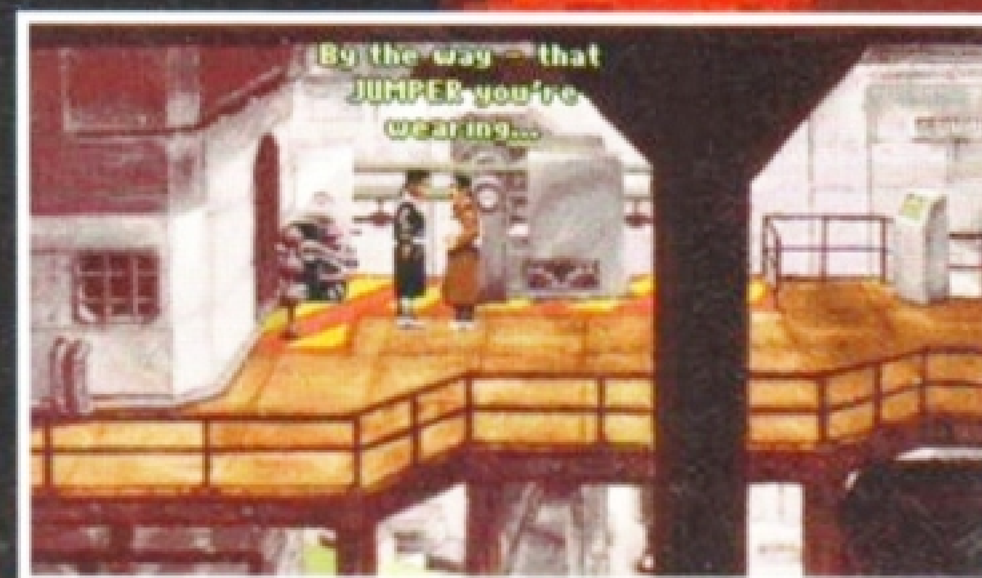
Examine the lock on the furnace room door. Ask Joey to open the door when he flies into the room. Officer Reich enters. Watch the animated sequence. Now examine Reich's body to find an ID card and a pair of dark glasses. Go through the door.



"Blimey, it's like an oven in 'ere." "You're in a furnace room stupid." "I dare you to open the door and let some fresh air in."

WALK ON BY

As soon as you reach the top of the stairs, go right along the walkway, past the lift and into the pipe factory. Try to walk through to the second factory. When Anita asks who you are, tell her you are a factory inspector. Talk to her again and find out the correct title for safety inspectors. Keep talking to Anita until supervisor Lamb walks in and sends Anita away. Tell Lamb you're the auditor.



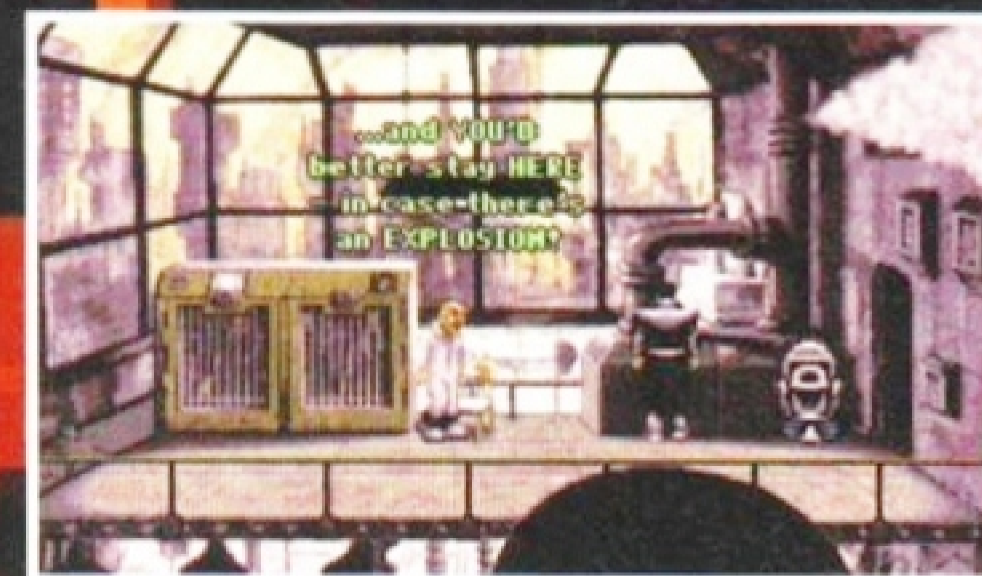
Don't waste time worrying about the key and WD40 this guy nicks off you, he's got serious designs on your jumper.

When he leaves, go to the second factory. Use the spanner you collected earlier on the cogs in the machinery. Retrieve the spanner. Try to go into the storeroom on the left. Tell Joey to go into the storeroom. Go back to the first factory and use the spanner on the welder robot. Ask Joey if he would like a new shell, then ask about the stores. Return to the second factory and tell Joey to disable the fuse box in the storeroom. You can look through the window of the storeroom to see what Joey is up to. Enter the storeroom and lift the gangway on the floor. Get the putty (plastic explosive) which lies under the gangway.



Like *Lure Of The Temptress*, *Steel Sky* enables you to peek through windows and crevices into the rooms beyond.

Leave the factory and look at the cable to the right of the entrance. Ask Joey to cut the cable, then get out of his way. Go to the power plant at the far left of the walkways. Talk to the caretaker. Use the spanner on each of the two buttons beneath the pipes on the right. Now tell Joey to press the right button while you press the one on the left. The caretaker storms out. Turn off the switch on the control panel to the left. Remove the light bulb and put the plastic explosive in

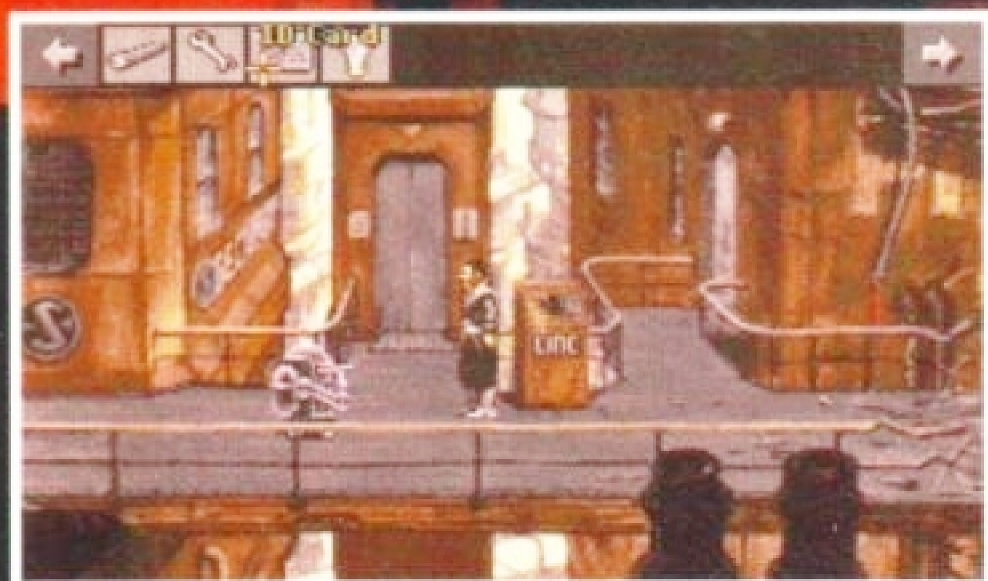


Get Joey to press the button on the right while you use the one on the left, and you create a handy diversion for the old bloke.

TEEL SKY

THE SOLUTION

Reviewed *AF57* FG94%
■ Virgin 081-960 2255



With Joey installed in the welder robot and the power reactivated, Foster can take a trip in the lift to the next level.

the light fitting. Flick the switch back on to blow open the doors of the control panel. Pull the right power switch to restore power to the lift on the walkway. Go back to the factory entrance. Use Reich's ID card on the lift slot and go down to the next level.

You are now in the Belle Vue area of the city. Pick up the cable which fell from the industrial level. Walk left to Reich's apartment. Enter it using the ID card on the door slot, then take the bike magazine from underneath the pillow.

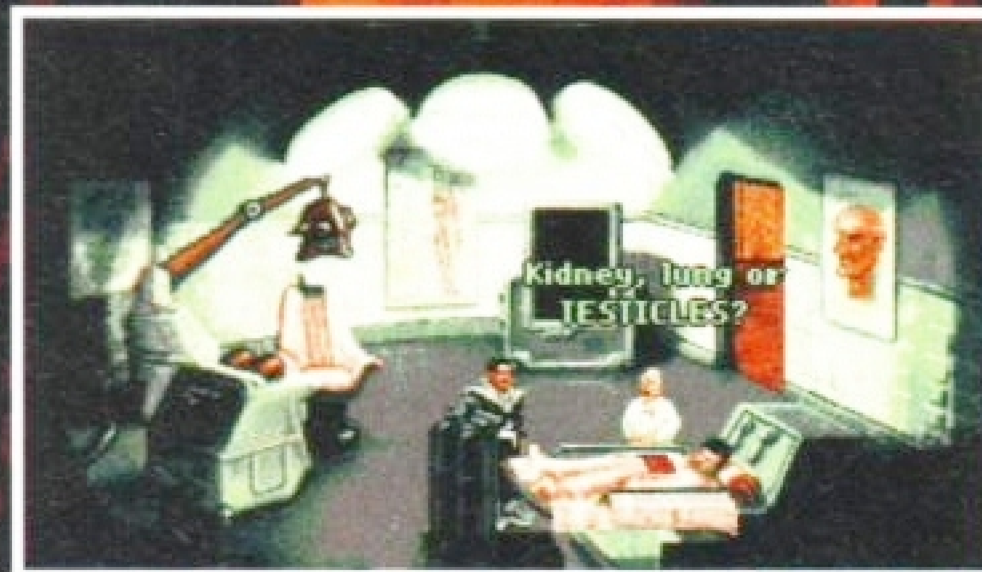
Leave Reich's apartment and walk right to the square where you find Anchor Insurance and the travel agents. Enter the travel agents and talk to the guy at the counter. Give him the motorbike magazine in return for a tour ticket.

Leave the travel agent's and wander back left until you see Lamb. Give the ticket (an invite to a tour of the pipe factory) to Lamb. Use the lift back to the Industrial Level and walk into the first factory where you should see Lamb. Go to Factory Three, the Reactor room, after you have been introduced to the foreman. Talk to Anita to get a jammer and find out about the Schriebmann port. Head back to the lift and to Belle Vue.



This futuristic shopping centre is where Foster trades in his bike magazine and learns about a 'special policy' from Billy Anchor.

From the lift, head left past Reich's apartment, until you get to the surgery at the end of the walkway. Go in and talk to the receptionist by clicking on the projector. Ask for a Schriebmann Port. Ask Joey to talk the receptionist to gain entry to the surgery. Walk left through the door and ask Dr Burke for a Schriebmann port. Keep talking to him to find out about Billy Anchor's special policy.



Would you buy a Schriebmann Port from this man? Foster begins to wish he hadn't gone private after all.

ANCHORS AWAY

Leave the surgery and head right to Anchor Insurance. Enter and talk to Billy about Dr Burke. When Billy leaves the room, ask Joey to get the anchor from the statue. Pick up the anchor and use it with the cable you collected earlier to create a grappling hook. Now head back the Industrial Level and the Recycling



There's only one way to get into the Security HQ and you're going to need a length of cable and an anchor to do it.

Plant where you started the game. Walk up the stairs to the gantry and go right through the fire door to the ledge. Use the grappling hook on the Security sign on the opposite wall. Once inside the Security HQ, use the ID card on the LINC interface and sit in the LINC console.

You're now inside the surreal world of the LINC computer's brain. Pick up the ball in the first room. This appears as a Compressed Data icon in your inventory. Go right to the second room and from the inventory use Open on the carpet bag. Get the birthday present. This appears as a Decompress icon in your inventory.

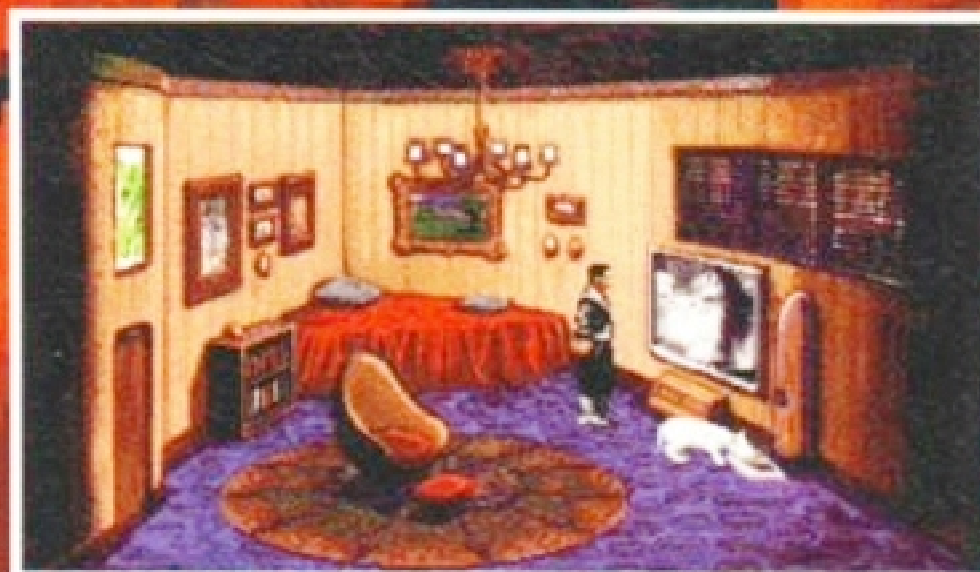
Now use Decompress on the Compressed Data to reveal two documents, the report.doc and briefing.doc, which are also placed into your inventory. Collect the magnifying glass to get a Decrypt icon which you should then use on the two documents. This reveals two more icons – the red and green passwords. Go right again and enter the third room. You are now confronted by a grid of nine squares (nodes) which have to be activated in the right order.

Use the green password on node 1. Use the red password on node 2. Pick up the green password and use it on node 4. Pick up the red password and use it on node 5. Pick up the green password and use it on node 3. Walk to node 9 and then exit.

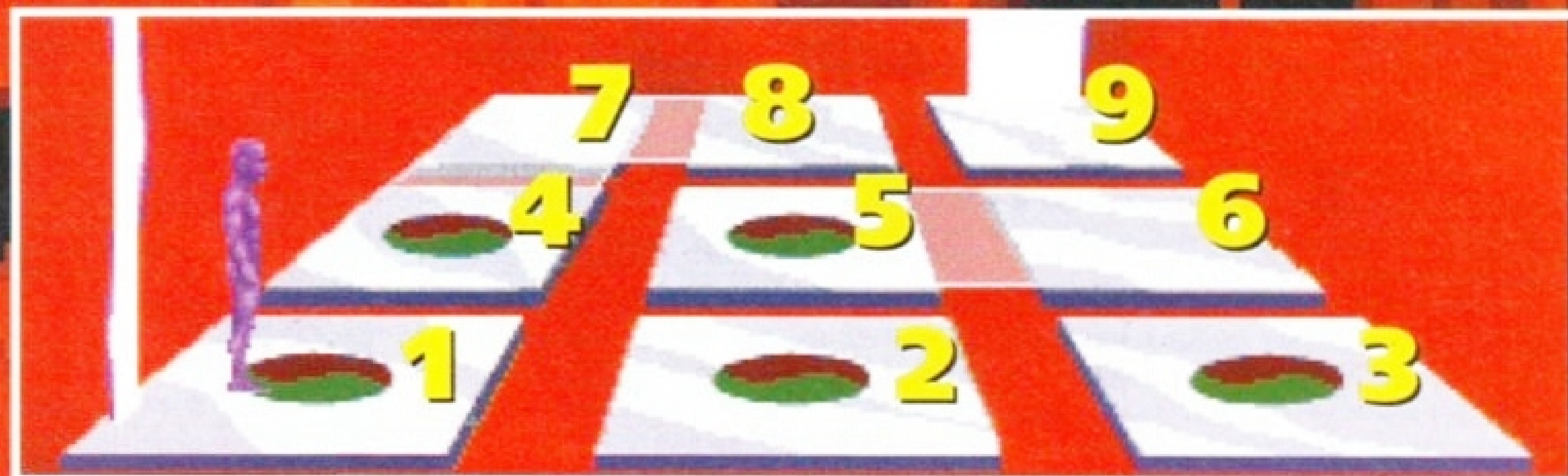
Get the books which appears as phoenix.doc in your inventory. Use Decrypt on phoenix.doc. Now collect the bust to get the phoenix program. Disconnect from LINC.

Go right to the LINC terminal by the door and use your ID card on it. When the on-screen menu comes up, select Security Services, then View Documents. Reach each document. Select Special Operations, then Special Status Request. Finally, select File Adjustment to D-LINC Lamb.

Now head off to Lamb's apartment, next door to your flat in Belle Vue, and get the Pussies on Parade video. Leave Lamb's apartment, go left, then take the lift down to Hyde Park. AF



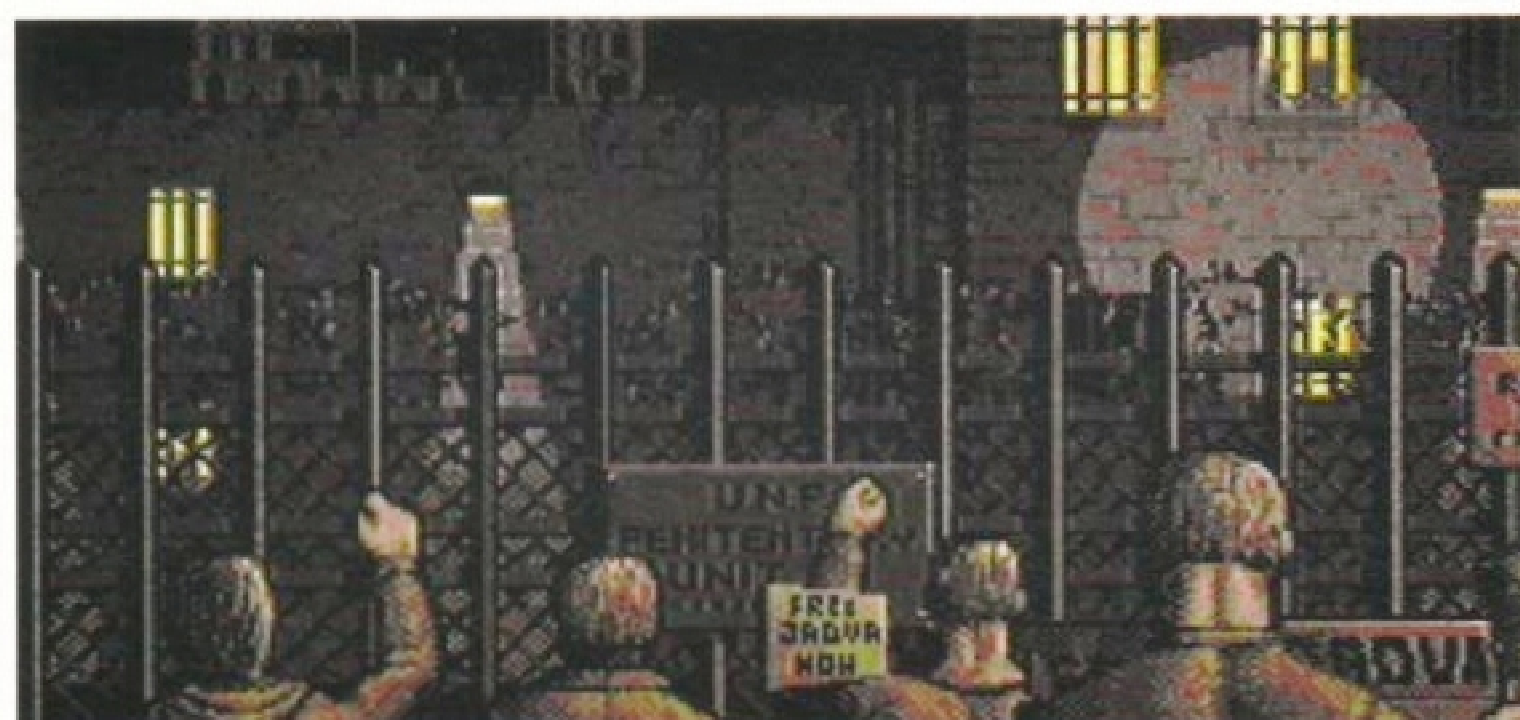
Once you've D-LINC'd Lamb he sends you on an errand to feed his cat and collect a copy of his favourite video.



This maze room inside the LINC world isn't as complicated as it looks. Once you've decompressed and decrypted the objects from the previous room, the rest is easy. Use the green password on the square marked 1. Use the red password on the square marked 2. Collect the green password from square 1, then use it on the square marked 4. Collect the red password from square 2 and use it on the square marked 5. Collect the green password from square 4 and use it on the square marked 3. Now walk to the square marked 9 and walk through the exit on the right.

LIBERATION: CAPTIVE 2

Reviewed *AF55* FG91% ■ Mindscape 0444 246333



"The peasants are revolting, you're Lordship." "Well stop looking out the window at them then." "Isn't that rather an old joke,sir?" "Who do you think you are? Oscar bleedin' Wilde?"

In *Liberation: Captive 2*, it is possible to duplicate any object any amount of times using the following method:

1 Find a power point and stand in front of it.

2 Select any item from a droid's backpack and drop it on to the floor so that the name of it appears in the text window.

3 Pick up the same object and return it to the droid's backpack.

4 Engage the poser point so the lightning bolts are touching you.

5 Use the Look Right, Look Left command to move the view screen so that it is at an angle.

6 Move the cursor to the bottom of the screen and hold down the right mouse button so that the cursor becomes a hand (the drop cursor) and left click.

7 An object should appear on the floor and you can 'drop' as many items as you wish.

8 Look back to Normal View.

9 When the power bolts stop, you can pick up the objects that you dropped.

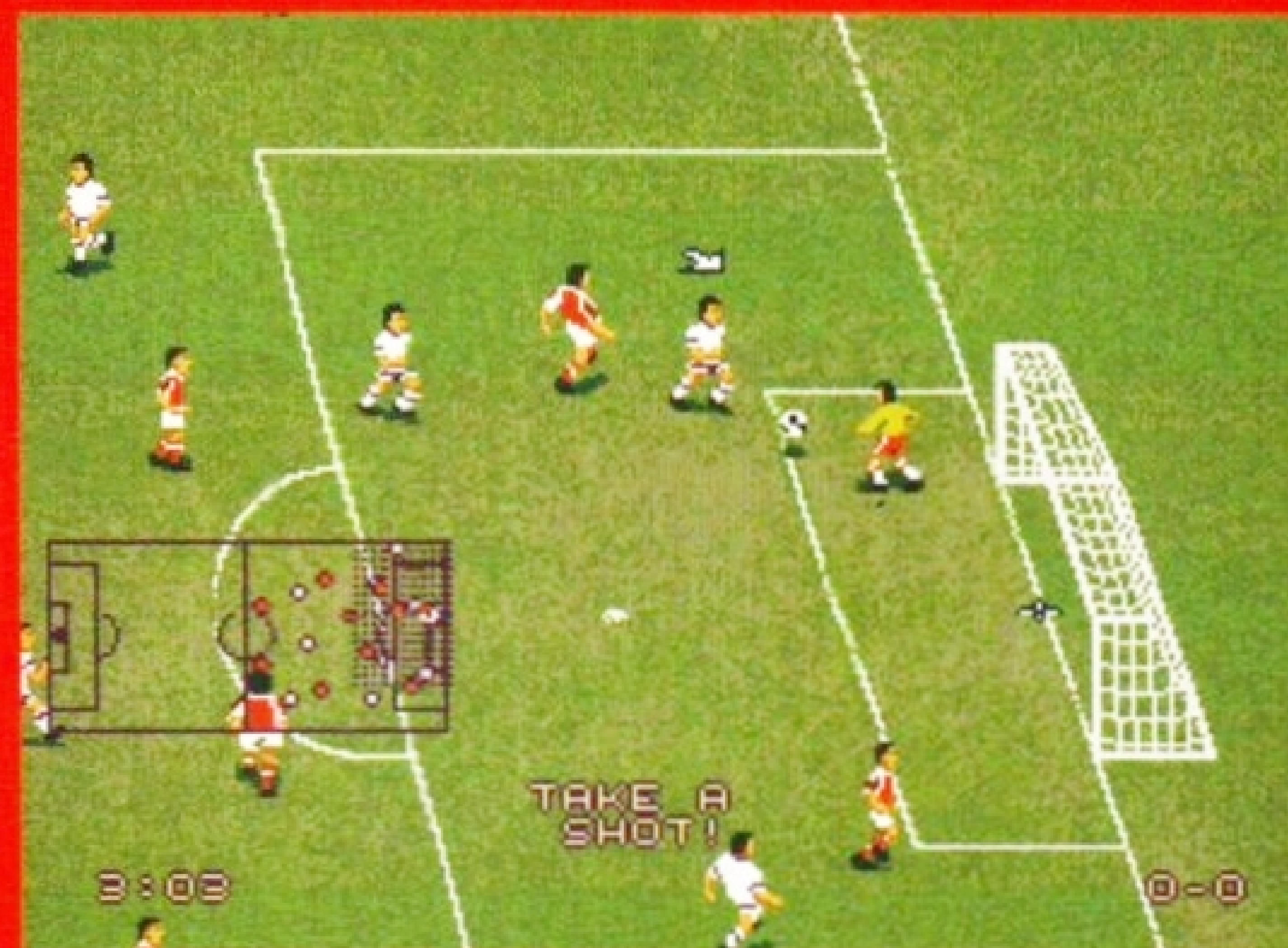
When you duplicate an object you will find that all the ones you pick up are exact copies of the object written in the text window.

This is particularly useful with credit cards because you can stack lower value cards that you have duplicated until you reach maximum value. You then duplicate this in order to get as many credits as you wish.

Duncan Stuart, Aylesbury, Bucks

EUROPEAN CHAMPIONS

Reviewed *AF52* 73% ■ Ocean 061-832 6633



Ace marksman Ryan Giggs fetched out his .22 air rifle when he saw a constipated pigeon circle mischievously over Eric Cantona's head... oh and then he scored a goal as well.

I've found two hints to help with *European Champions*. If you're losing badly (say 5-0) and you know you cannot catch up with your opponents, press Escape to abandon the match. Then, when you select Start Match you will replay the match you were losing. You can repeat this as many times as you wish.

If the goalie of the opposing team catches the ball on his line it's possible to force him to drop the ball so giving you the goal. This only works occasionally.

M Soare, Hull, E Yorks

FLY HARDER CD³²

Reviewed *AF57* 87% ■ Krisalis 0709 372290



These codes are from the CD³² version of *Fly Harder*.

Level	Password
2	PHO
3	MET
4	BLA
5	SUP
6	TRA
7	QUA
8	NEO

That inverted thrust will get you every time, so it's a good job we've got the level codes for the CD³² version.

Paul Japp, Richmond, Surrey

WIN A GREMLIN GAME



Have you got any hot hints, top tips or stunning solutions for the latest Amiga games? Then send them in to Gamebusters and you could win a game from the wonderful people at Gremlin Graphics, creators of *Zool 2, K240*, the *Lotus* racing sims and many more.

All you have to do is jot down your tip on a piece of paper (or send it on disk if it's a big solution) along with your address details and the name of the Gremlin game you want you win, then send it to: GAMEBUSTERS, *Amiga Format*, 30 Monmouth Street, Bath BA1 2BW. If you prefer, you can win an *Amiga Format* mail order voucher. This entitles you to spend up to £25 on items advertised in the mail order section of the magazine (see pages 152 and 153).

ACTION REPLAY CORNER

The following are action replay pokes for some top games.

CHAMPIONSHIP MANAGER 93-94

Reviewed *AF48* 82% ■ Domark 081-780 2222
m 5AE9D = home side goals
m 5AE9F = away side goals

CANNON FODDER

Reviewed *AF54* FG95% ■ Virgin 081-960 2255
m C01F4D = weapons
Note: the missiles and bombs are on the same line.
m C00639 = amount of troops

GOAL

Reviewed *AF49* 88% ■ Virgin 081-960 2255
m 104AF = home side goals
m 104B1 = away side goals

JIMMY WHITE'S WHIRLWIND SNOOKER

Reviewed *AF26* FG91% ■ Virgin 081-960 2255
m 5AD7 = points left side
m 5AD9 = points right side

MORTAL KOMBAT

Reviewed *AF55* 74% ■ Virgin 081-960 2255
m C27F45 = rounds won left side
m C27F47 = rounds won right side
M C28038 = Timer
M C27F49 = wins in a row left side
M C27F4B = wins in a row right side

RBI BASEBALL TWO

Reviewed *AF45* 82% ■ Ocean Hit Squad 061-832 6633
M 1E027 = Strikes
M 1E02D = Outs

STRIKER

Reviewed *AF38* FG93% ■ Rage 051-933 2688
M 4027 = goals left side
M 4029 = goals right side

John Burrows, Stockton-on-Tees, Cleveland

HELPING HAND

When the going gets tough, Rob Mead gets sorting through all those tips and cheats to help you out of your sticky situations and complicated conundrums. Take it away, Rob...

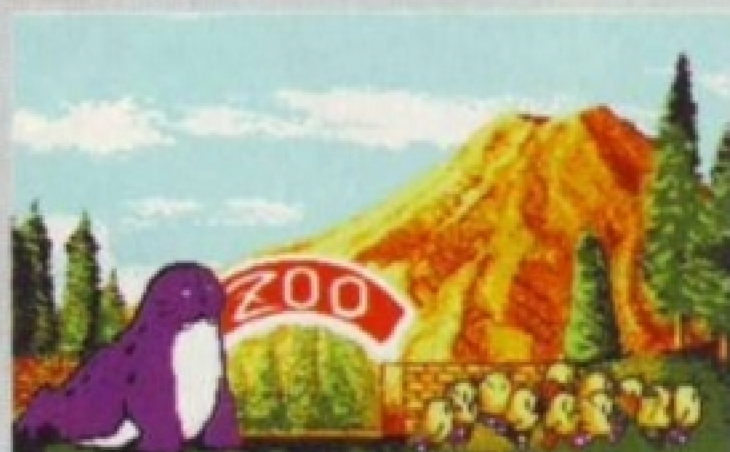
DIZZY CHEATS

Do you have any cheats for *Treasure Island Dizzy*?

C E Dean, Saltash, Cornwall

At the beginning of Treasure Island *Dizzy type ICANFLY, then jump off the end of the beach to take off.*

WHALE ON



The kiwis' day out is ruined by a blubbery seal in platform classic *The New Zealand Story*.

I can't get past the whale on levels 1-4 in *The New Zealand Story*. Can you provide me with a cheat to skip levels?

Michael McNulty, Liverpool

Type FLUFFYKIWIS on the title screen, then press HELP to skip from level to level.

IT TAKES TWO...

I'm stuck on *Golden Axe*. Do you know any cheats?

Paul Bain, Fareham, Hants

Plug a second joystick into your Amiga and start a two-player game on your own. When you die, press Fire on the second joystick for an extra three lives.

SKULLDUGGERY

In *Lure Of The Temptress*, can you tell me what is the skull combination to get through the caves?

G Mellor, Northumberland

Once you have managed to get past the Gargoyles with Goewin's help, she follows you into the caves. Pull the right skull, go into the green cave, then into the entrance cave.



Revolution Software's first graphic adventure was long on atmosphere, short on longevity.

Talk to Goewin, tell her to go back to the green cave and follow her. Tell Goewin to go back to the entrance cave and pull the left skull.

When the door opens go into the blue cave, pull the right skull, then the left skull. Wait until Goewin walks in and tell her to go to the green cave and pull the right skull. Save the game.

Go to the left when the door opens, kill the guard, go left and use the potion on the dragon. Talk to the dragon and tell it to help you. Enter the blue cave, pull the left skull, go to the green cave and pull the left skull. Finally go back to the entrance and leave the caves.

KLINGONS ON THE STARBOARD BOW

Can you help me with *Star Trek*? I have 21 commendations and have finished level six – the Old Devil Moon – but I just can't get past the Enterprise replica. Please, please help me.

Angela Underhill, Birmingham

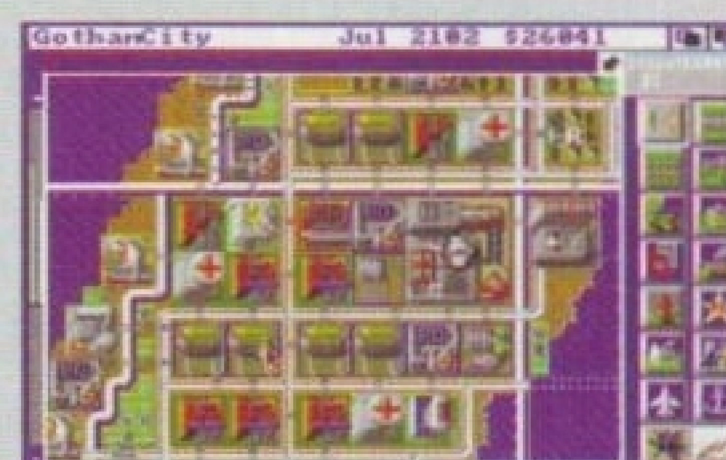
If you set your speed to 2 or 3, the fake Enterprise circles around your ship making it easy to shoot at or blow up. You are now confronted by two Elasi ships which you have to destroy to win.

MONEY, THAT'S WHAT I WANT

Are there any cheats for *Sim City*?

Adam Jelly, Tyne and Wear

When you start the game hold down Shift and type FUND for $10,000. You can do this as many times as you like.



Save your beloved city with a little help from an infinite money cheat in *Sim City*.

XENON-PHOBIA

I'm having some trouble with *Xenon 2 – Megablast*. Is there a cheat for loads of money and ever-lasting energy?

Gareth Lowe, Matlock

No, the only cheat we are aware of is this: pause the game, type RUSSIAN AIR, unpause, then use N to skip levels. This cheat only works on some versions.

DENNIS THE MENACE



Dennis was a rubbish film and an even lousier game. Why on earth did Ocean bother?

On *Dennis* for the Amiga 1200 I cannot get into the attic on level one to collect the last few coins. Can you please help me?

David Last, Farnham, Surrey

Go to the extreme right of the first floor and find Mr Wilson. Run away when he comes to get you, then follow him as he turns his back.

Use the jack-in-the-box to leap on to the shelf. Now jump left on to the first wardrobe and then left again on to the second with two suitcases on top of it.

Walk on to the bottom suitcase and, using the water pistol, shoot the switch on the wall to the left. Now run left to first chest of drawers and climb up the rope which is dangling down the wall to get into the attic.

SEND US YOUR STUFF

If you're having trouble with a particular game or have a solution to a letter printed in the magazine, don't keep it to yourself – write it down and send it to us, and we'll do our best to print it. Send it to:

HELPING HAND
Amiga Format, 30 Monmouth Street, Bath, Avon BA1 2BW.

BLIZZARD BUSTERS



Having trouble finishing level 16 of *Holiday Lemmings*? Then fret no more. We have the solution. Right here. Right now.

Here's the complete solution to level 16 – Blizzard of *Holiday Lemmings*, as requested by R Martin in *AF58's* Gamebusters. The correct level code is BKNNOOLQDR.

1 As soon as the game starts, select Blocker and click on the second lemming right under the trap door. All the other lemmings should now walk right.
2 Select Miner and click on the first lemming near the end of the platform so that he falls onto the bit of platform below.
3 If all the lemmings fall down safely you can continue. On the lower platform, wait for a lemming to walk left and make him build under the overhang so he blocks it.
4 Bash through on the right so the lemmings may pass.
5 This is the tricky bit. You need to turn the first lemming to reach the top into a Bomber so he explodes the moment he lands on the metal floor below. If all goes well the lemmings go into the exit safely. You should have 96 per cent – just right to finish the level.

Robert Smith, Leicester

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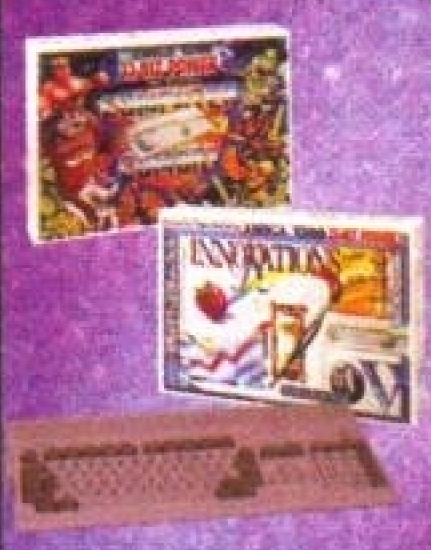
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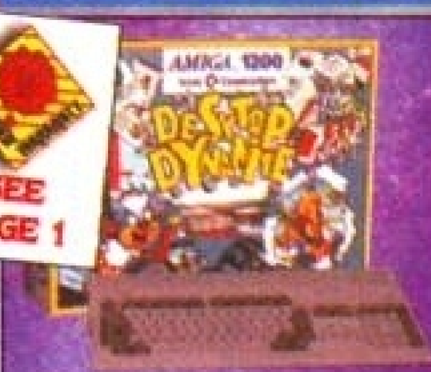


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SEE PAGE 1



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SEE PAGE 1

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WHEN THERE ARE SO MANY DEALERS TO CHOOSE FROM WHY SHOULD YOUR CHOICE BE GORDON HARWOOD COMPUTERS? Well just a few GOOD reasons are listed here...



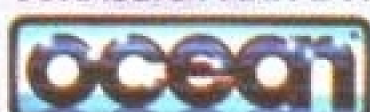
WE AIM TO CONTINUE PROVIDING THE BEST SERVICE IN THE INDUSTRY

We have a **FREE SERVICE POLICY** which includes...

✤ NEW Replacements for faulty goods (in the first 30 days)
✤ FREE UK Mainland collection of major hardware units requiring warranty service in the first year (unless on-site warranty is applicable)
✤ FREE rapid courier return of serviced products
✤ ACCESS to our ex-directory Customer Technical Helpline

FREE JURASSIC STARTER PACK WITH EVERY AMIGA

JURASSIC PARK BY:



PLUS...
✤ MOUSE MAT
✤ DUST COVER
✤ MICRO SWITCHED JOYSTICK
WORTH ALMOST £50



FREE JURASSIC PACK

OPTIONAL LIFETIME WARRANTY PLAN



REST ASSURED YOU'LL HAVE NO BILLS FOR YEARS TO COME!!!

You can choose to add an Extended Warranty to ANY hardware item from Harwoods - for less than you'd think! Take up to 5 years cover and at the end of that period extend again on an annual basis... Thus, a LIFETIME's PEACE OF MIND. What's more the warranty is fully transferable, enhancing resale values of your equipment! Even available on hardware you may have purchased elsewhere - Phone for details!



gordon harwood computers

STOP PRESS...STOP PRESS...STOP PRESS...

JUST LOOK BELOW AND SEE HOW TO MAKE YOUR A1200 THE 'ULTIMATE PERFORMER'

AMIGA SYSTEM AND CONFIGURATION TESTED...	MIPS
Standard Amiga A500-600-1500-2000 (unexpanded)	0.55
Standard Amiga A1200 (unexpanded)	1.33
Amiga A1200 & Blizzard 1204 4Mb RAM Card (AMF Gold Award)	2.94
Amiga A1200 & Blizzard 1220 4Mb & 28Mhz 68EC020 Accelerator	5.05
Amiga A1200 & Blizzard 1230 4Mb & 40Mhz 68EC030 Accelerator A NEW FASTER REPLACEMENT FOR THE AWARD WINNING 1204!!!	7.06
Standard Amiga A4000 '030 (2Mb Chip RAM, 4Mb Fast RAM)	4.43

All the above tests were performed using SysInfo Version 3.18

SEE PAGE 3 FOR FULL DETAILS OF THE AMAZING BLIZZARD RANGE OF PRODUCTS (ESPECIALLY THE NEW 1220) TO SUIT YOUR AMIGA AND AT A PRICE TO SUIT YOUR POCKET!

GREAT VALUE POWERPLAY GAMES PACK



HARWOODS EXCLUSIVE POWERPLAY GAMES PACK

GREAT BUNDLE OF 18 EXTRA GAMES TO ADD TO YOUR AMIGA. YOU WON'T NEED TO BUY MORE FOR AGES!!!

Xenon 2 Megablast*, Stir Crazy, TV Sports Football, Hostages, Jumping Jackson, Bubble Plus, Bloodwych, Tin-Tin on the Moon, Krypton Egg, Purple Saturn Day, Eliminator*, Skychase, Safari Guns, Lombard RAC Rally, Captain Blood, Strike Force Harrier*, Sky Fox II and Lancaster

only...£19.95

*Not compatible with A1200/3000/4000

AMIGA CD32 SPECTACULAR VOYAGE

NEW...NEW... Amiga CD32 SPECTACULAR VOYAGE PACK

Including great games...

MICROCOSM AND CHAOS ENGINE

Plus While Stocks Last...

DANGEROUS STREETS, DIGGERS, OSCAR AND WING COMMANDER!!!

SEE PAGE 1

ONLY... £249.95

NEW LOWER PRICE!



AMIGA MONITORS FOR EVERYONE



LOWEST COST COLOUR MULTISYNC AVAILABLE!!!

MICROVITEC

NOW AVAILABLE WITH STEREO SPEAKERS TOO!!!

SEE PAGE 1

MICROVITEC AUTOSCAN 1438

14" Colour Hi-Resolution MultiSync

.28 Dot Pitch Colour Hi-Resolution Monitor (requires separate speakers). This one is ideal for ALL Amigas, ST's, PC SVGA, Acorn etc., Conforms to the stringent Swedish MPR2 ClassB emission standards. A FANTASTIC 14" DISPLAY AT A FABULOUS PRICE...

Without Speakers... £289.95

with External Stereo Speakers... £319.95



PHILIPS

PHILIPS PRO 2000 15" COLOUR SUPER-RES MONITOR/TV

The best of both Worlds - A Quality Computer Display AND fully featured FST High Definition TV in one! Infra red, FastText Teletext, Loop Aerial, Headphone Socket complete with FREE leads to your Amiga!

a Brilliant Combination... £229.95



NEW LOWER PRICE!

COMMODORE 1084S COLOUR

14" STEREO COLOUR Including all Leads, Dust Cover etc. An ideal first time monitor at a great low price...

Limited Stocks: £199.95

COMMODORE 1942 COLOUR

14" COLOUR STEREO Inc. Leads, Dust Cover etc. (for A1200's/3000's/4000's) .28 Dot Pitch and at a new lower price

Great Value: £349.95

AMIGA VIDEO IMAGING PRODUCTS

ROMBO

ROMBO VIDI 12 New Version 2.0	£74.95
ROMBO VIDI 12 Sound and Vision	£94.95
ROMBO VIDI 12 Real Time	£169.95
ROMBO VIDI 24 Real Time	£239.95

SUPER BUY!

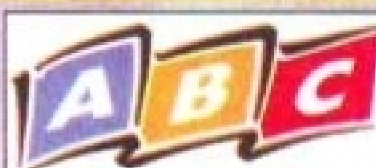
SEE PAGE 1

VALUE PACKED AMIGA PRINTERS

ALL our printers are supplied for immediate use including cable, paper and labels FREE OF CHARGE! Dot Matrix models also come with a tailored dust cover FREE. Specific Amiga driver software is included with EVERY printer FREE (eg. with Citizen this is the excellent Print Manager Version 2 driver).

CITIZEN COMPUTER PRINTERS

New Colour



SEE PAGE 1

Printer just announced with...

EASYSTART SOFTWARE

CITIZEN PRINTER RANGE...

120D+ - 9Pin Mono	£129.95
Swift 90 - 9Pin Mono	£149.95
Swift 90 - 9Pin Colour	£164.95
Swift 200 - 24Pin Mono	£179.95
Swift 200 - 24Pin Colour	£189.95
Swift 240 - 24Pin Mono	£204.95
Swift 240 - 24Pin Colour	£229.95

REMEMBER THAT ALL CITIZEN PRINTERS HAVE A TWO YEAR WARRANTY

NEW CITIZEN ABC PRINTER...

"A Printer for Everyone that can be Used by Anyone". Compact, easy to use new Citizen. Ideal for first time buyers but with capabilities to grow as your needs increase. Superb 24Pin clarity in mono (or colour with an optional kit) on standard cut sheet paper (50sht feeder supplied as standard), sprocketed paper, overhead slides, envelopes etc. and very quiet too!

Citizen ABC 24 Pin Mono Printer	£139.95
Citizen ABC 24 Pin Colour Printer	£164.95

NEW CITIZEN PRINT MANAGER VERSION 2...

Supplied FREE with all Citizen Printers! Higher printing resolutions and more control of your Citizen. Makes all your printing EASIER to perform. Please ask us if you require full details.





Kits available for Sign and 'T' Shirt Printing

PRICE CRASH!

STAR DOT MATRIX RANGE...

LC100 - 9Pin Colour	£134.95
LC24-30 - 24Pin Colour	£214.95
LC24-300 - 24Pin Colour	£289.95

STAR LASER RANGE...

LS-5	£509.95
LS-5EX	£669.95
LS-5TT PostScript	£744.95

NEW LOWER PRICES!

STAR THERMAL...

SJ144 COLOUR HQ that can even print out both sign and 'T' Shirt Designs using special kits. Ask for full details £369.95

Canon

CANON INKJET RANGE...

BJ10sx Mono - 360dpi £199.95
(Black or Cream Casings available)
BJ200 Mono - 360dpi, £249.95
250cps with auto sheet feed
BJ230 Mono - 360dpi, £329.95
248cps, A4/A3, ASF
BJC600s Colour - 360dpi £544.95
240/170cps, 8 Fonts, 12 MTHS ON SITE MAINT. AVAILABLE - CALL



PRICE CRASH ON ALL CANONS!

Hewlett Packard



SEE PAGE 1

HP INKJET RANGE...

310 DESKJET - Mono	£229.95
310 DESKJET - Colour	£264.95
NEW MODELS...	
520 DESKJET - Mono	£269.95
560 DESKJET - Colour	£519.95

EXTRAS FOR YOUR PRINTER

WE ALSO STOCK A COMPREHENSIVE RANGE OF ORIGINAL MANUFACTURERS' ACCESSORIES, PERIPHERALS AND CONSUMABLES FOR CANON, CITIZEN, HEWLETT PACKARD AND STAR PRINTERS. See details overleaf or phone us!

Order Hotline 0773 836781
NEW STREET ALFRETON DERBYSHIRE DE55 7BP
Facsimile: 0773 831040



Harwoods have been established since 1955 providing Computer Systems since 1982. We always emphasise our quality of service which includes facilities that you may be charged for elsewhere...

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Harwoods GOLD Service

In Derbyshire, Nottinghamshire and by Mail Order... NATIONWIDE! Always with speedy delivery!

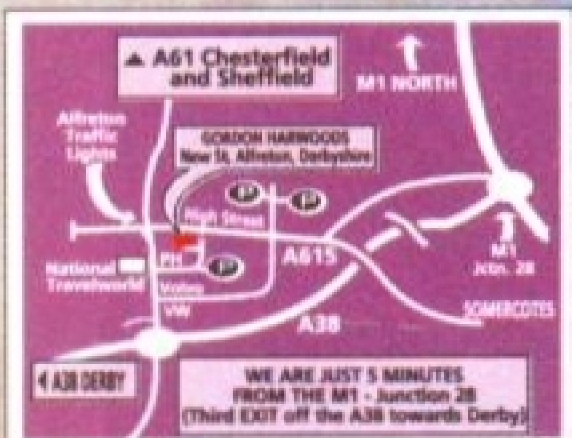
WHY BUY FROM HARWOODS?

- FREE DIRECT DELIVERY SERVICE
- FREE WARRANTY COLLECTION (see page 1 for full details)
- FREE HELPLINE SUPPORT
- CREDIT & CHARGECARD FACILITIES
- FINANCE FACILITIES AVAILABLE

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WHY NOT TAKE A TRIP OUT TO VISIT US AND COME AND SEE OUR FULL ADVERTISED RANGE, AND MORE! EVERYTHING IS AVAILABLE AT THE SAME COMPETITIVE PRICES (Please see opening times). THERE'S PLENTY OF FREE PARKING CLOSE BY:

We are open... MON to SAT 9.00am til 5.30pm. Wednesday 9.00am til 1.00pm



How to order...

BY PHONE: Phone our Order Hotline with your Access, Visa, Mastercard, Connect, Delta, Switch or Lombard Creditcharge Card quoting card number & expiry date (most Dixons, Currys, and other 'store' cards are Lombard Creditcharge and are happily accepted by us) & issue number where necessary (eg. Switch etc)

BY POST: Make cheques, bankers/building society drafts or postal orders payable to GORDON HARWOOD COMPUTERS. (Personal/business cheques take 7days to clear from day of receipt whereupon your order will be despatched). Please send Name, Address, and most importantly if possible, a Daytime Telephone Number along with your order requirements. Please check you are ordering from our latest advertisement before ordering (phone if you require confirmation).

PRICES: Please remember that for example "September Issue" magazines may be on sale during July, meaning that prices and offers advertised therein (which may appear up to date), could have been changed (we often have to provide artwork to magazines up to a month before the magazine is on sale). We therefore reserve the right to alter a specific item or pack price (either up or down) in the unlikely event of the cost price we pay changing. Please phone FIRST!

EXPORT: Most items are available at TAX FREE PRICES to non UK residents and service personnel. Please contact us for confirmation of export prices before ordering.

FREE DELIVERY: by Parcel Force (UK Mainland only) OR: SPEEDY NEXT WORKING DAY COURIER SERVICE. Add just £6.95 per major item for guaranteed delivery (or £10.00 for Saturday delivery), UK Mainland most regions. (Despatch normally on day of order or payment clearance). Overseas rates on request.

All listed prices are what YOU PAY, and there are NO HIDDEN EXTRAS. Prices are correct at time of going to press (Pack details may vary from time to time). Offers and Services are subject to availability and to being the latest advertised products, packs and prices. Please note goods are not supplied on a trial basis. E&OE.

AMIGA 2.5" INTERNAL HARD DRIVES



SEE PAGE 1

FREE ESSENTIAL HARD DRIVE MANUAL WITH ALL OUR INTERNAL DRIVES

UPGRADE YOUR AMIGA A1200 TO TODAY'S SPECS BY ADDING SOME **REAL STORAGE SPACE**. IT'S FAR EASIER THAN YOU THOUGHT WITH OUR FREE INSTRUCTION MANUAL!

Our A1200 Hard Drives are all high quality Officially Specified 2.5" IDE Lower Power Consumption units **NOT** alternative 3.5"drives which the computer was not designed to use. All units are recognised makes (eg.Conner, Seagate, Western Digital etc.). and are supplied with driver software, fitting kit, full instructions, back up/repair utility software and a Full 1 Year Warranty. Remember you also receive a copy of our Hard Drive manual - an invaluable source of information.

FITTED OR SELF FIT AMIGA HARD DRIVES

PAY £25 FOR A HARWOODS ENGINEER TO FIT YOUR DRIVE FOR YOU and you get...

CAPACITY	85Mb	130Mb	200Mb	250Mb
SELF FIT	£204.95	£219.95	£264.95	£324.95
FITTED	£229.95	£244.95	£289.95	£349.95

1. Speedy collection of your Amiga
2. Fitting by experienced technicians
3. Formatting with Workbench installation
4. Hard Disk configuration including installation of back up and repair utility software
5. FULL 12 month HARWOODS GOLD warranty for BOTH your new Hard Drive AND your existing computer! (see our "Gold Service")
6. Courier delivery back to you.

NO ONE ELSE OFFERS ALL THIS... you will normally only get warranty cover for the new Hard Drive NOT the whole computer!

Other Hard Disk Sizes may be available, phone for details. NB. although smaller sizes (eg 40 & 60Mb.) are still advertised, they're not produced in large quantities if at all. Future repair/ replacement parts may be a problem. We don't therefore recommend them

PORTABLE/EXTERNAL HARD DRIVES

NEW



FOR... A600's & A1200's



SEE PAGE 1

A GREAT NEW HARD DRIVE THAT's FAST, FULLY PORTABLE, AND EASY TO FIT!!!

This fantastic new standard 2.5" IDE Drive is FASTER than those internally fitted by Commodore, and... it's TRULY PORTABLE

- *Super Compact Design that fits into your Pocket for True Portability - Weighs Only 288g!*
- *Fitted Footprint only 7.6x11.5cm (3"x4.5")*
- *Plugs straight into PCMCIA Slot*
- *Faster Access Times than Internal Drives*
- *Can be used as a 2nd HD - ideal for backups*
- *High Quality Robust Casing*
- *External PSU not required*
- *Supplied complete with Installation Software*

85Mb	130Mb	200Mb	250Mb
£259.95	£274.95	£329.95	£349.95

FULL 1 YEAR WARRANTY

AMIGA EXTERNAL HARD DRIVES

OVERDRIVE

An EXTERNAL Hard Drive that simply plugs into the PCMCIA slot of your A1200 & retains its FULL Commodore Warranty!

THE EASY TO FIT ANSWER TO HARD DISK UPGRADES THAT FEATURE...

ABS Casing styled to match your A1200, 2Mb./sec FAST Transfer Rates, Manual & Installation Software, Independent PSU, ALL our Overdrives are pre-formatted, fully tested and ready to go!

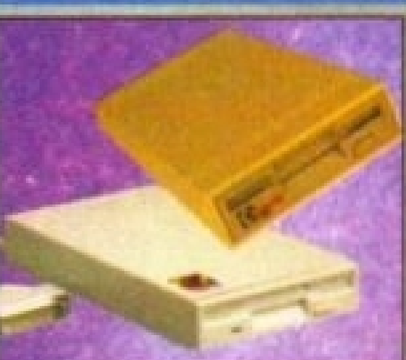


FOR... A1200's

Capacity	170Mb	212Mb	256Mb	270Mb	340Mb	420Mb	540Mb
PRICE	£299.95	£329.95	£344.95	£364.95	£399.95	£484.95	£629.95

PLEASE PHONE FOR OTHER HARD DRIVE SIZES/PRICES!

AMIGA EXTERNAL FLOPPY DRIVES



3.5" EXTERNAL DRIVES...

NEW... Amitek 3.5", built in antivirus checker and free disk head cleaning kit — £62.95

Cumana 3.5", throughport, long cable, free head cleaner — £69.95

PowerXL High Density 3.5", 1.7Mb. capacity, free head cleaning kit — £99.95

BLIZZARD MEMORY AND ACCELERATOR BOARDS



BLIZZARD

NOW YOU CAN ACHIEVE A PERFORMANCE INCREASE OF OVER 5 TIMES!

BLIZZARD 1220/4 TURBO MEMORY

Even more powerful than its predecessor (which was given the coveted Amiga Format Gold Award).

JUST LOOK AT THE SPECIFICATION..

1. 4Mb AUTO-CONFIGURING 32Bit FAST RAM as standard (with an option of a further 4Mb to a total of 8Mb).
2. Integrated Clock Speed Doubler to run the FAST RAM at 28MHz giving overall performance increase of up to 300% compared with a standard Amiga A1200
3. Integral Battery-Backed Real Time Clock
4. Board may be disabled WITHOUT being removed for full game compatibility
5. Sockets for Maths Co-Pro (FPU) and Crystal-68881 or 68882 up to 40MHz speed.
6. Retains CBM on-site warranty for computer
7. Easy to fit in computers Expansion Trapdoor
8. Latest SMT (surface mounted technology)
9. Full 12 Months Warranty

SEE PAGE 1

ALL FOR A PRICE MANY WOULD CHARGE FOR A MEMORY BOARD **£219.95**

BLIZZARD 1220/4Mb BOARD	£219.95
4Mb RAM EXPANSION (Blizzards own)	£169.95
33MHz. FPU MATHS CO-PROCESSOR	£79.95

BLIZZARD 1230-II TURBO ACCELERATOR

From the makers of the acclaimed Blizzard 1200 RAM Boards come both 40MHz and 50MHz Accelerators for the A1200

1. 400-500% performance increase on all applications (when the 1230-II Board has 1Mb. or more RAM installed).
2. Optional fast (up to 10Mb/sec) DMA SCSI-II interface for CD ROM etc. (CDTV, ISO-9660 Formats), Removable/Drives (Syquests Bernoulli etc) as used on Macintosh etc.
3. 40MHz 68EC030 CPU or 50MHz 68030 CPU with MMU (memory management unit) allowing Virtual Memory Paging
4. Up to 50MHz 68882 PLCC or PGA FPU's (Maths Co-Processors)
5. Up to 64Mb of 32-Bit RAM using standard 72 Pin SIMMS
6. Battery backed real time clock
7. Easy trap door installation. Does NOT invalidate warranties

BLIZZARD 1230-II TURBO (0Mb.) 40MHz 68EC030	£244.95*
BLIZZARD 1230-II TURBO (0Mb.) 50MHz 68030 with MMU	£329.95
1Mb. RAM Exp, 32Bit SIMM	£49.95
4Mb. RAM Exp, 32Bit SIMM	£149.95*
33MHz. FPU Maths Co-Pro	£79.95*
NEW... SCSI-II Add On Module	£89.95

BLIZZARD

THREE ABOVE MARKED* TOGETHER JUST... £449.95



FOR TOTAL PEACE OF MIND TAKE ADVANTAGE OF OUR LOW COST EXTENDED WARRANTIES



See Page 1 for extended warranties

GREAT SUPRA PRODUCTS

Supra Corporation

A500/500+ TURBO 28MHz ACCELERATOR BOARDS



Compatible with ALL A500's & A500Plus (A1500/2000 versions, ask for details)...

1. Plugs into sidecar/expansion slot A500/500+
2. Speeds up Amiga - up to 4 X NORMAL speed!
3. Throughport for RAM/Hard Drive Expansion etc.

Amiga MUST have some FAST RAM (only standard A500 Plus machines do not). Any sidecar or GVP HD RAM already fitted is FAST RAM.

A1200 Performance at only...

£129.95

SEE PAGE 1

Supra Corporation

SUPRA AMIGA FAX/DATA MODEMS

144LC FAX MODEM V.32bis
Transmit and receive faxes and data at up to 14400bps. Amiga cable and modem to modem COMMS software included. (Fax software available separately SEE DETAILS).
£159.95

FAX PLUS MODEM V.23bis
Transmit and receive faxes at 9600/4800bps and data at 2400bps. Amiga cable and modem to modem COMMS software included. (Fax software available separately, see below).
£109.95

FAX MODEM V.32bis
Transmit and receive faxes and data at up to 14400bps. Cable and modem to modem COMMS software included. Fax software available separately. SilentAnswer Facility, L.E.D. Readout
£214.95

SPECIAL OFFER...
GP FAX SOFTWARE is required for any of these fax/modems to allow transmission and receipt of faxes...
ONLY £49.95

SEE PAGE 1

AMIGA RAM (MEMORY) UPGRADES

Upgrade your Amiga's RAM easily...

A500 0.5Mb RAM Trapdoor U/G with Clock	£32.95
A500+ 1Mb RAM Trapdoor U/G with Clock	£39.95
A600 1Mb RAM Trapdoor Upgrade	£47.95
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2Mb RAM for Smart Card Slot	£119.95
4Mb RAM for Smart Card Slot	£174.95

FASTLANE Z3 AMIGA SCSII INTERFACE

A PERFECT POWER ADD ON FOR ANY AMIGA A4000 USER!!!

The only IDE Hard Drive answer for all A4000 users

1. Fast (upto 10Mb/sec) DMA SCSI-II interface for CD ROM etc. (CDTV, ISO-9660 Formats), Optical/Removable Drives (Syquests etc) as used on Apple Macintosh etc.
2. Expandable up to 64Mb of 32-Bit Fast RAM
3. Requires no Buster Chip upgrade!
4. Compatible with existing 4000's
5. 4 x 32-Bit SIMM Sockets

Exceptional Value at Only... **£329.95**

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	LOW-£24.95
NEW Technosound Turbo 2 Sampler	LOW-£34.95
Miracle keyboard	£249.95
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Midi Interface Sport complete with cable	£24.95
ZYFI Stereo Speakers	£39.95
ZYFI Pro Stereo Speakers	£54.95
Stereo Master	£29.95
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ALFA DATA MICE

HQ Microswitched MEGA MOUSE	£12.50
HQ Microswitched superb smooth 400dpi Resolution MEGA MOUSE	£13.95
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Auto Mouse/Joystick Switcher	£17.95

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Epson GT8000 Flat-bed Scanner (inc. Art Dept. Professional)	£1179.95
Art Dept. Pro - existing scanner owners...	£124.95
Rendale 8802 Genlock	£179.95
Rocgen Genlock	£149.95

AMIGA JOYSTICKS

Zipstick Autofire	£11.95
Python 1M	£10.95
The 'BUG' Microswitched	£14.95
Konix Speedking Autofire	£12.95
Konix Speedking Analog	£14.95
Gravis Game Pad	£19.95
Full range of Quickjoy and other makes stocked	Phone!



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10 TDK 3.5" DS DD	£7.95
50 TDK 3.5" DS DD	£32.95
10 TDK 3.5" DS HD	£10.95
50 TDK 3.5" DS HD	£49.95
Certified Bulk Disks with labels:	
10 with library case	£6.95
50 Disks - only...	£24.95
100 Disks - only...	£39.95
250 Disks - only...	£94.95
3.5" Disk Head Cleaner essential for reliable loading	£2.95

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RSD Control Centre & Monitor Plinth with shelf:

For Amiga A500	£47.95
For Amiga A600	£39.95
For Amiga A1200	£47.95

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Universal no fluid mouse cleaner. Use over and over! £4.99 +50p p&p

WE'VE SHOWN A SMALL SELECTION OF AMIGA ACCESSORIES HERE. WE'VE LOTS MORE!!!

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ASK ABOUT OUR WIDE RANGE OF BRUCE SMITH BOOKS

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LOTS MORE BOOKS TOO - PHONE!!!

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WE HAVE LISTED JUST A SELECTION OF OUR AMIGA SOFTWARE. WHY NOT ASK US TO QUOTE A PRICE FOR ANYTHING NOT LISTED YOU MAY BE SURPRISED AT OUR GREAT PRICES!

AMIGA WORD PROCESSING AND PUBLISHING

Pen Pal V1.5	£34.95
Final Copy II Release 2-AGA	£69.95
NEW...Final Writer Release 2	£99.95
The Publisher	£39.95
Professional Page V4.1	£129.95
Pagesetter III	£47.95
Wordworth 3	£99.95
Softfaces 1 to 4 (for FCII)	£39.95
Softclips 1 to 4	£29.95
Softwood ProperGrammar 2: (Grammar & Spelling checker, for ALL Amiga Word Proc.)	£39.95



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Mini Office FEATURING... Word Processor, Spreadsheet, Database and Disk Manager... FULLY INTEGRATED!	£39.95
Superbase Personal 2	£29.95
Superbase Personal 4	£114.95

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NEW Lower Prices

X-CAD 2000	£87.95
X-CAD 3000	£234.95
Art Expression	£144.95

VIDEO SOFTWARE FOR AMIGA CREATIVITY

Scala HT100 (updated 500)	£35.95
Scala MM210 and MM300	£PHONE
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Broadcast Titler 2 - SVGA	£174.95

AMIGA PRODUCTIVITY SOFTWARE

GB Route Plus	£36.95
Turboprint Pro 2.0	£34.95
Mavis Beacon Teaches Typing 2	£22.95
TypeSmith	£119.95
System 3E	£54.95
Personal Finance Manager	£34.95
Arena Accounts	£94.95
Disk Expander	£32.95

AMIGA ANIMATION AND GRAPHICS SOFTWARE

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3D Construction Kit	£36.95
Adorage Vers. 2	£70.95
Vista Pro 3	£54.95
NEW Vista Pro Light	£44.95
Art Department Prof. V2.5	£149.95
DCTV Composite Video (24-Bit Graphics System suitable for PAL system TV)	£349.95
Morph Plus	£149.95
Real 3D Classic	£74.95
Real 3D 2	£399.95
Brilliance	£147.95
Pixel 3D Professional Plus	£149.95
Animation Workshop	

AMIGA DEVELOPMENT AND UTILITIES SOFTWARE

Quarterback V6	£59.95
Quarterback Tools Deluxe New Low (Advanced Disk/File Management)	£74.95
PC Task - PC Emulator	£37.95
Cross DOS	£34.95
Easy Amos	£24.95
Amos The Creator	£36.95
Amos Compiler	£21.95
Amos 3D	£25.95
Amos Professional	£36.95
Amos Professional Compiler	£24.95
Blitz Basic 2	£54.95
New SAS Lattice C V6.5	£269.95
Devpac 3	£52.95
Directory Opus V4	£49.95

AMIGA EDUCATIONAL SOFTWARE



FUN EDUCATION FOR ALL AGES

"Micros" up to GCSE Standards Micro

Science - to GCSE	£18.95
Micro Maths - to GCSE	£18.95
Micro English - to GCSE	£18.95
Micro French - to GCSE	£18.95
Micro Spanish - to GCSE	£18.95
Micro German - to GCSE	£18.95

PHONE about the "Fun School" range

NEW 10/10 RANGE
Choose: ENGLISH, DINOSAURS, EARLY ESSENTIALS, JUNIOR ESSENTIALS, MATHS NUMBERS & MATHS ALGEBRA Just £21.95ea.

PHONE US FOR GAMES TITLES!!!

PRINTER ACCESSORIES/CONSUMABLES

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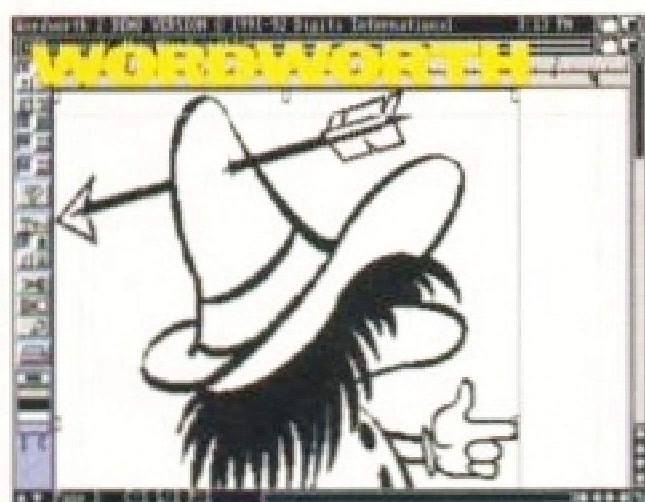
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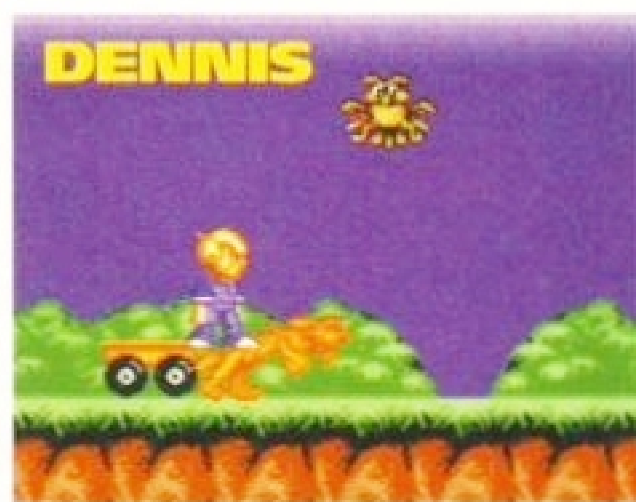
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SERIOUSLY AMIGA

AMIGA FORMAT WELCOME!



Well, what a month it has been. Scarcely a few weeks after Commodore show off their brand new Amiga, the A4000T, the parent company in the US goes into liquidation. What exactly this will mean to Amiga owners is not yet clear. What it most certainly does not mean is that everyone's machines will stop working overnight. The Amiga will continue, and just to prove it we have another bumper feast of reviews and features for you, wherever your particular interests may lie.

We'll start with a more detailed look at the new A4000T. You may never even see one, but it could play a significant role in Commodore's future. Or could it be just another dinosaur? Check the facts on page 108 and decide for yourself.

Also, as you may have noticed, I'm joined this month by a character with an even more shiny head than Jeff Walker (whose column has now moved to the News pages). This chap is part of the *Humanoid 3D* model library, reviewed on page 116.

If that isn't enough, John Kennedy looks at a way to generate C code from pictures with an amazing new utility.

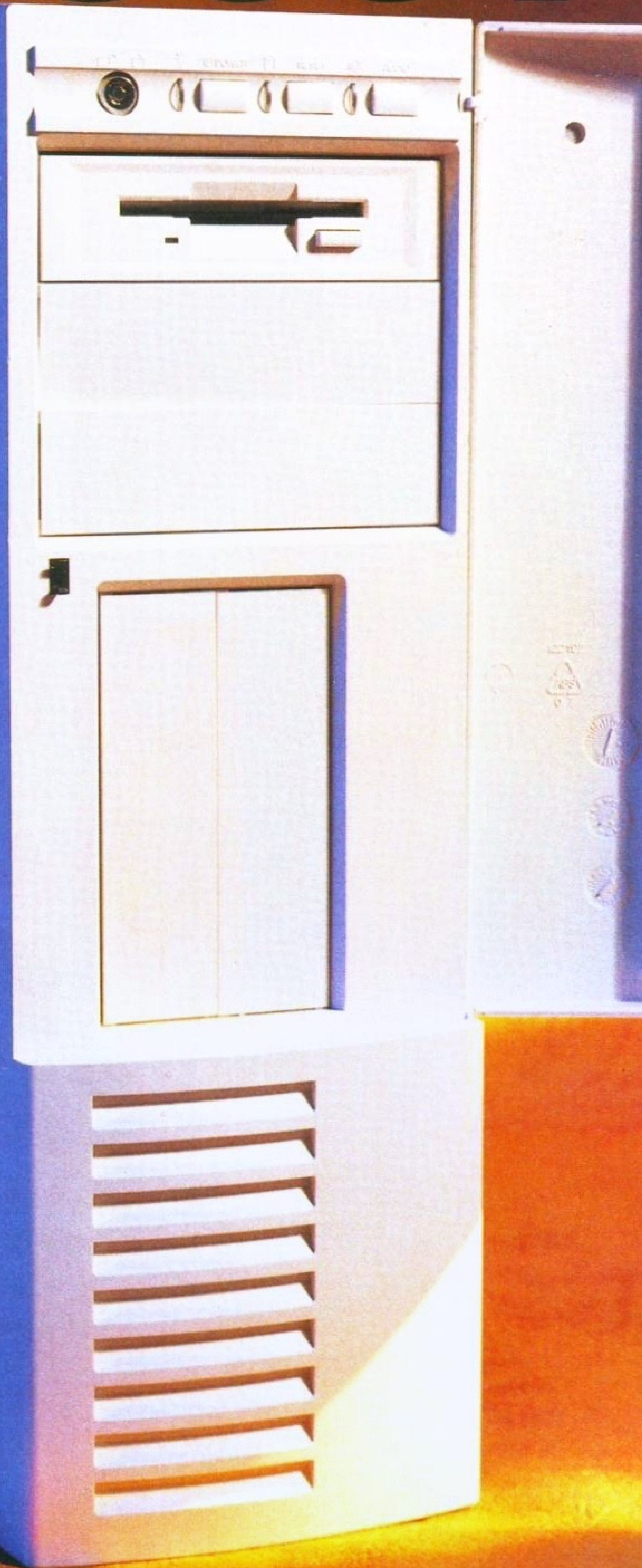
Anyway, don't hang around here – there's lots of good stuff waiting for you over the page...

This image was rendered in Lightwave on an Amiga 3000 by the inimitable Richard Baguley. He didn't spend years creating the model, though, it's part of the *Humanoid* object set reviewed on page 116.

REVIEWS

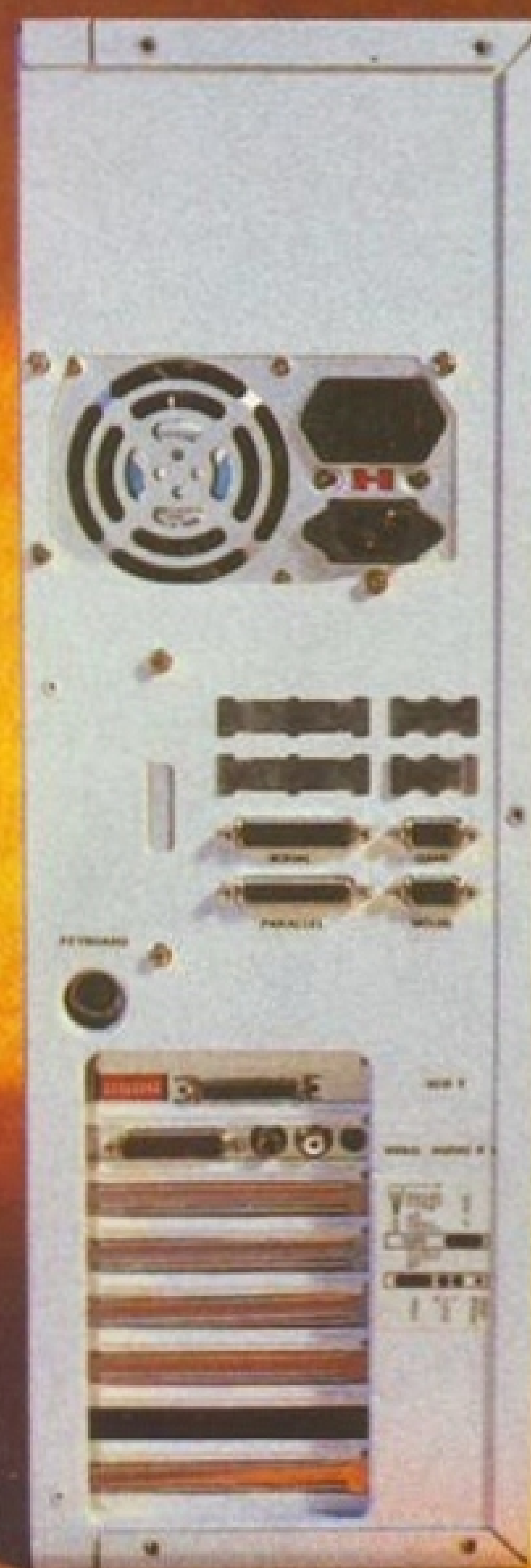
A4000T

Make no mistake, the new kid on Commodore's block is bigger, but is it any better? Nick Veitch takes a tour of a new towering Amiga.





The A4000T has a stylish case, but it's what's inside that counts. Still, it won't do it any harm to look the part of a top-flight workstation.



The back of the case reveals some of the changes, including more expansion slots and a built-in SCSI interface.

When the Amiga 4000 was launched it was to a fanfare and rapturous applause from almost the entire Amiga community. There were many innovations: the new version of Workbench with the DataType file support, enhanced monitor and printer facilities; the AGA chip set along with its amazing 256 colour palette, new super-high resolution screenmode, and HAM8; as well as the inclusion of a high density floppy drive as standard – it certainly was a wonderful piece of machinery.

However, the novelty of some of these features wears off with time. Workbench 3 has been around for a while, 256 colours isn't really that many and nobody seems to exploit the HD drive, since it wasn't included in the A1200. As people began to take a more critical look at the A4000, they started to point out its deficiencies.

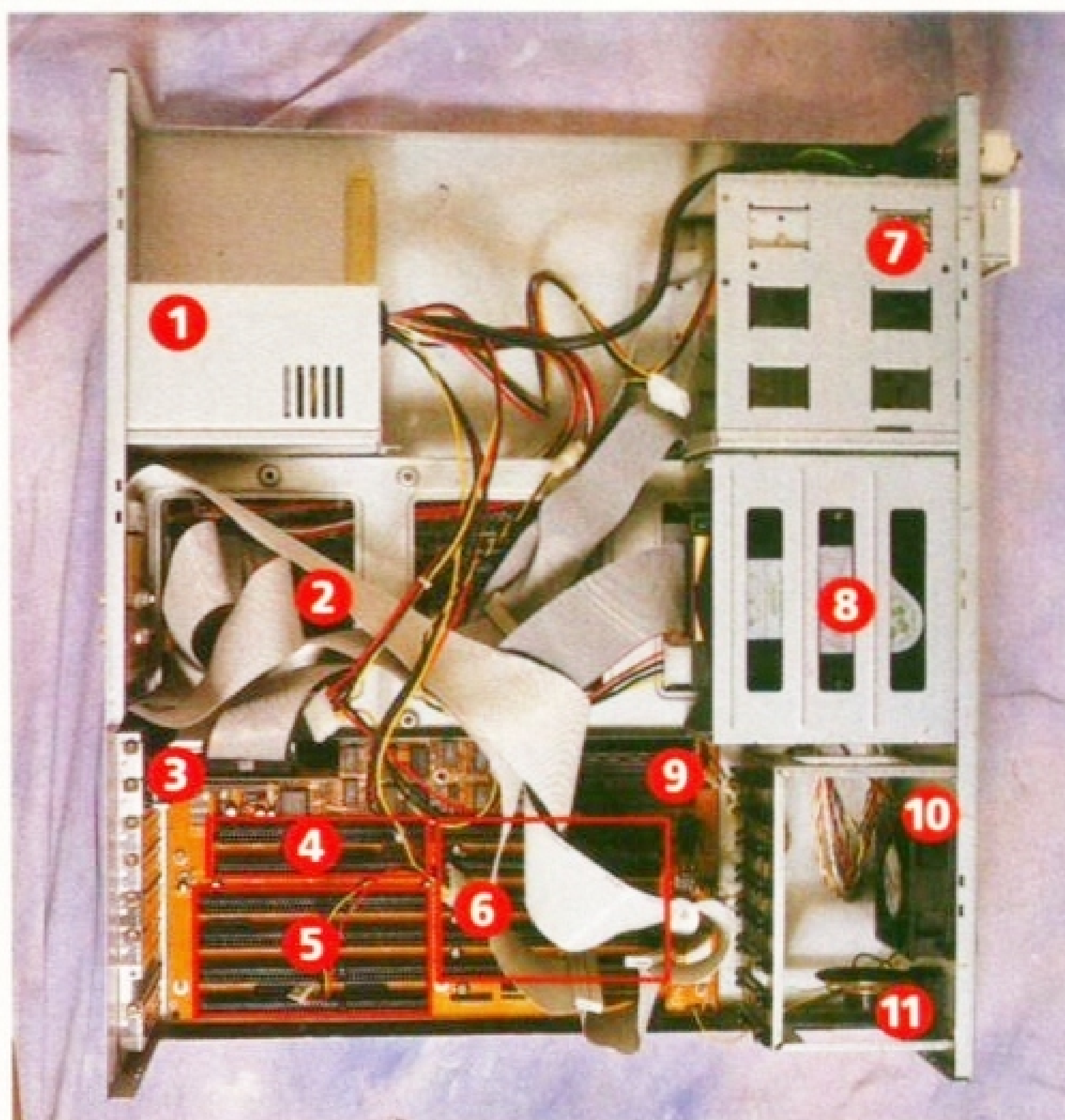
For a start, the hard drive interface is for an IDE mechanism. IDE may be a cheap solution for the A1200 where the main problem is storage space. But for professional users, this type of interface is just too slow. When you are trying to sample 16-bit audio to disk, or replay 24-bit animations from disk, you need a bit more than a transfer rate of just over 1Mb per second.

Secondly, there were the deficiencies of the Buster chip, which was designed to control the Bus interface of the A4000. Unfortunately, it didn't work too well, and crippled the speed of many interfaces designed to work to the Zorro III standard.

Possibly the major problem was the lack of expansion space. In the days of the A2000, the Amiga had seven slots at the rear for expansion. The A4000 has only four. The slots are all full-length, so they can be used as PC or Amiga slots, and the video slot is in-line on the bottom slot, but even this can cause problems. It is not the flexibility of the slots that is in question, but the number. Any decent 4000 set-up needs a SCSI hard drive and a 24-bit graphics card. That's half of the 4000T expansion capabilities used up already. If you want to add more RAM and a 16-bit sound card you're full up. Where are you going to put your Personal Animation Recorder system/TBC card now?

The problem is more severe for Toaster users. The Video Toaster takes up two slots. To do anything useful with it you need a Time Base Corrector card for each input, and if you want the speed of a SCSI drive, you've already run out of space.

A TRIP AROUND THE TOWER



1 An uprated 250 Watt power supply should be enough for the computer and any peripherals and cards that you want to add.

2 The CPU card, apart from a different heatsink on the 68040, is the same as the A4000's.

3 A built-in SCSI interface, complete with subminiature 50-way D-Type socket for external SCSI devices.

4 Two video slots for twice the graphics fun.

5 Four PC-style expansion slots.

6 Five Zorro III expansion slots.

7 Three horizontal 5.25-inch mounting bays, the first of which contains a high density drive.

8 Two vertical 5.25-inch mounting bays. The default IDE mechanism is stored in one.

9 Four SIMM slots, each can accept 1, 2, 4 or 8Mb SIMM modules, giving a total of 32Mb RAM capacity on the motherboard.

10 To prevent a towering inferno, this powerful fan circulates air inside the case.

11 The .25W internal speaker is unspectacular, and is drowned out by the fan's noise.

SPECIFICATIONS

Processor:	Full 68040 @ 25MHz
Expansion:	2 video slots, 4 PC slots, 5 Zorro III slots
Interfaces:	Parallel, Serial, two mouse/joystick ports
	SCSI interface
	IDE interface
Mounting Bays:	4 front mounting bays with blanking panels
Sound:	Phono stereo outputs
	Built-in speaker (.25W)
RAM:	4 SIMM slots, giving a total of 32Mb
Kickstart ROM:	Version 40.7

So what are Commodore going to do about these problems? The answer lies in the shape of the A4000T. The newest Amiga is a vertical system. A 'tower' is the name usually given to computers when the case gets so big that it can't sit flat on a desk and has to be turned on its side.

Standing an impressive 20-odd inches high and with a tasteful smoked glass cover, the 4000T looks the part of the modern professional workstation. But what's inside the case? Essentially, the electronics are little different to the A4000, except they are now re-organised on a single board with the Zorro buses. The new machine only comes in one version – with a 25MHz 040 (with MMU) installed, the same as the original A4000/040. In fact, the motherboard is all but identical. All 4000Ts have the revision 11 Buster, though, solving most Zorro III problems.

Under the HD drive there are four 5.25-inch bays, two horizontal and two vertical, for installing further devices such as standard internal CD drives, an additional floppy mechanism, or even a tapestreamer. The front panel has a professional feel to it, but it isn't entirely useful. Most work on high-end machines is performed directly to and from the hard drive, so there isn't a lot floppy disk swopping to be done. If there was, the panel would be annoying.

The A4000T includes an integral SCSI mechanism. Internal drives can be mounted behind the 5.25-inch panels if you're not using them. There is a through connector for the SCSI interface located on the rear of the tower for adding external SCSI mechanisms such as optical drives and tapestreamers. The rear connector is a subminiature 50-way D-type – smaller than the connector found on most SCSI cards. There is still an IDE interface connected, which is useful for cheap mass storage.

A bizarre change is the keyboard connector. This has reverted back to the A2000-style large DIN socket. This isn't too disturbing, but it is odd because a new A4000 keyboard will have to be manufactured (or at least it will need a different lead). On the mundane side of things, the power supply has been uprated to 250W (over the A4000's 145W) and a small internal speaker has been added (not much use for anything other than system alerts).

A more invisible change are the new versions of Kickstart and Workbench. The 40.7 Kickstart is an advance on the 39.106 Kickstart included in current AGA machines. It adds direct support for a CD filing system. Currently Amiga owners adding a CD drive to their set-up need a filesystem in order to access standard ISO 9660 discs. Because the filing system is now in ROM, it also means the A4000T can boot up directly from suitable CDs.

Now there are only four sockets for SIMM modules, as opposed to five. But the sockets will now accept 1,2,4 or 8Mb SIMMs, enabling you can to get 32Mb on board without a RAM expansion.

The big opportunity to add many more slots has been missed. In total, the 4000T now has five Zorro III slots (one more than before), four PC slots (one more) and two video slots (one more). These slots are in-line, apart from a solitary PC slot, so if you use both video slots, you'll only have three Amiga slots.

Throughout the history of the Amiga, Commodore have failed to promote the high-end capabilities of the machine. This is not because the Amiga is not able to compete with Apple Macintosh or IBM PC hardware, but because CBM haven't got the money, the spirit or the expertise to market their product against the computer giants. So it's good to see a new machine aimed squarely at the professional market. Unfortunately, this is probably the only place you'll hear about it...

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- G110 .... Tricky + The Turn
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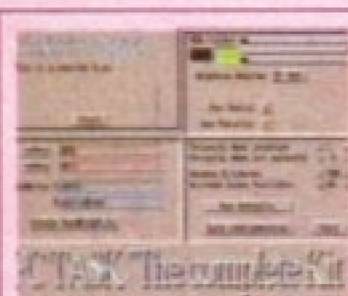






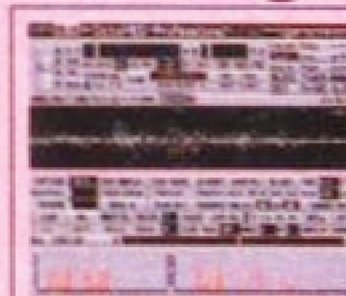


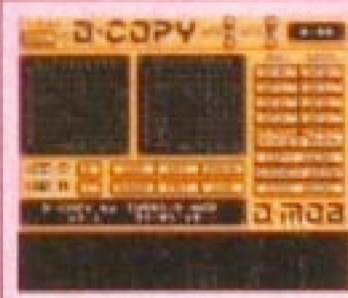
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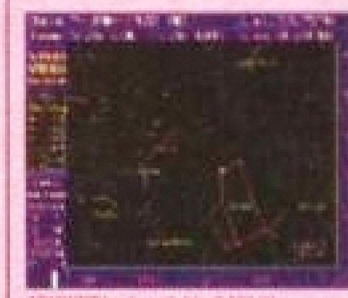

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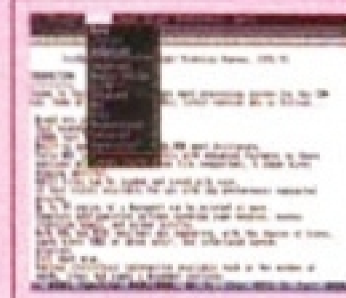

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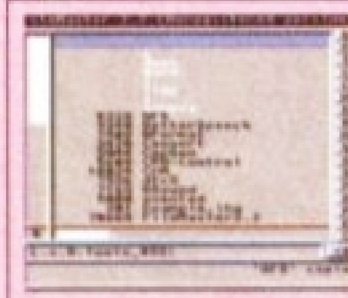


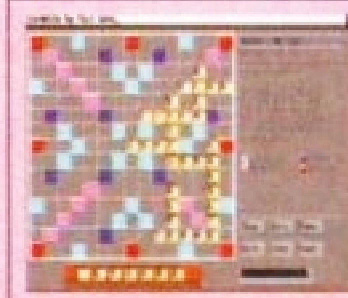
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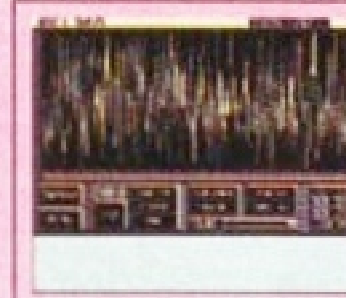

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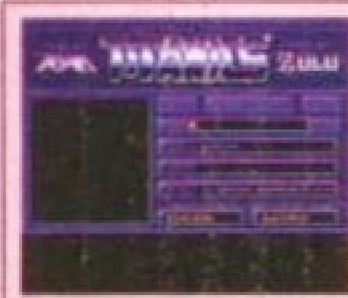

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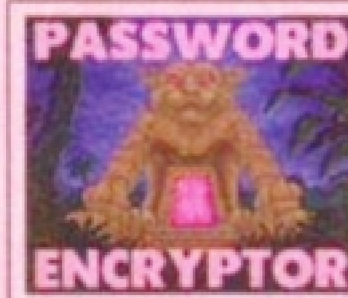

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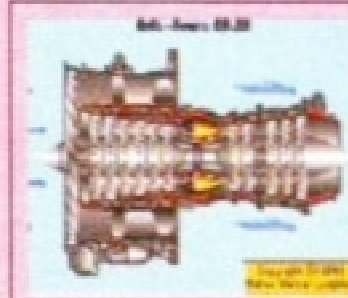

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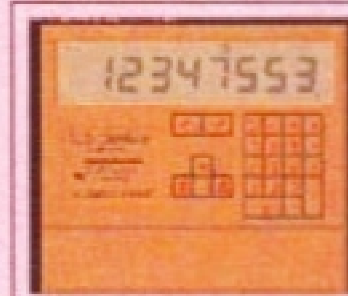


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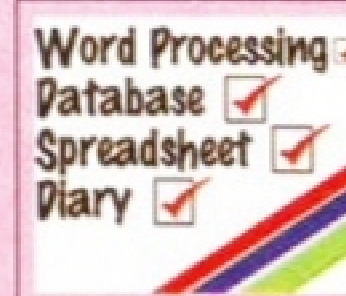

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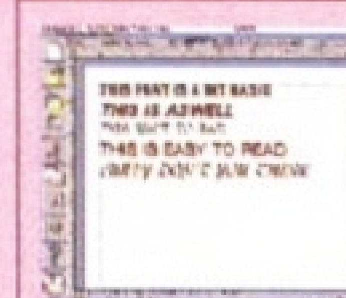


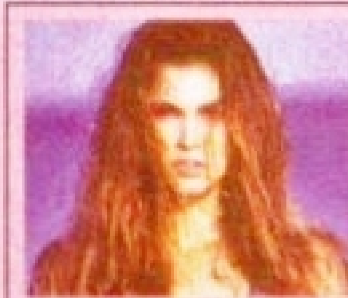
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HANNA-BARBERA ANIMATION

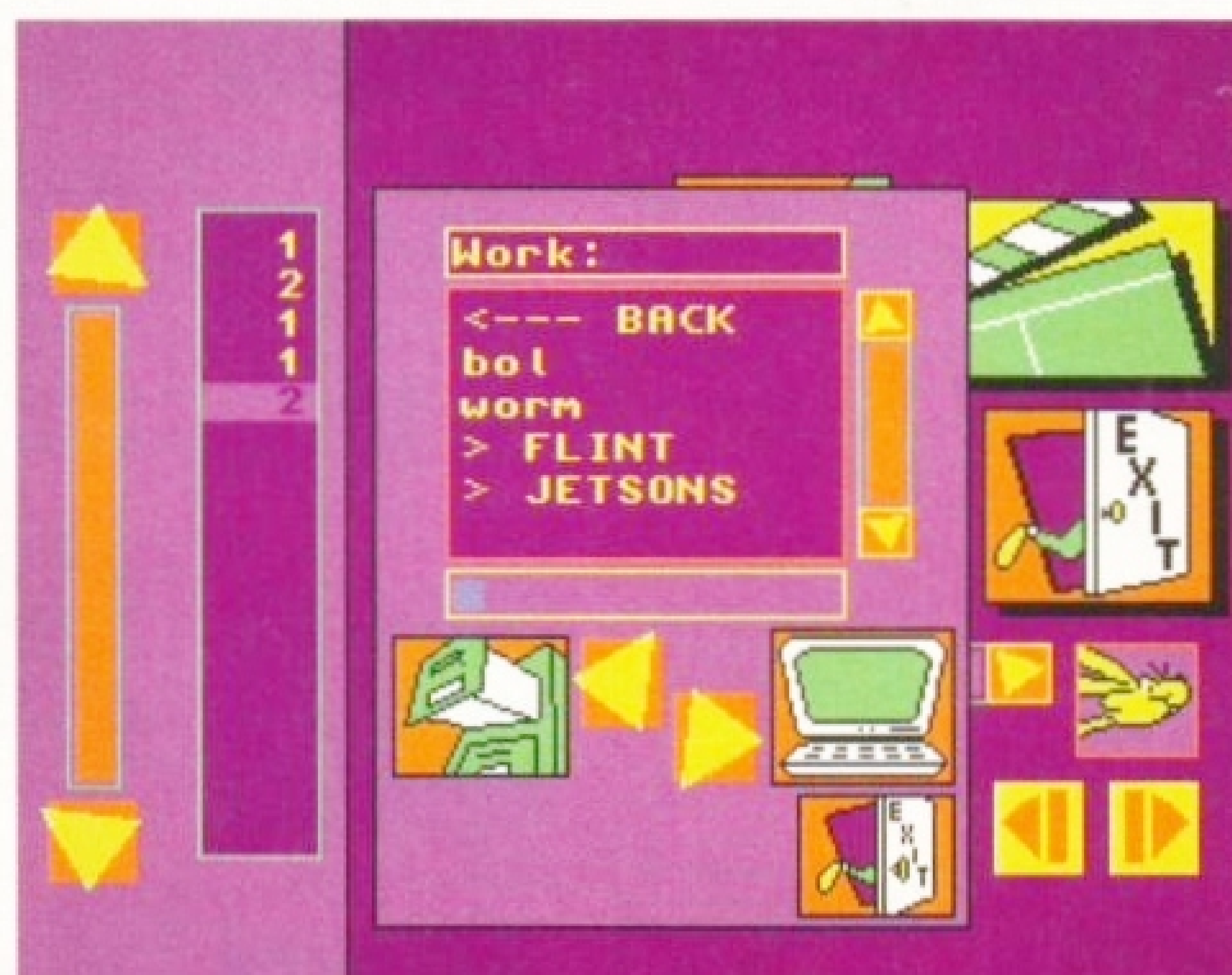
Hanna-Barbera is a name synonymous with the world of animation, but Richard Baguley is not. Can this program from Empire turn him into an artistic genius?

Real life is good, but cartoons are even better. Where else can you do things like drop large rocks on people's heads without being arrested for grievous bodily harm? The Amiga has always been a prominent machine in animation circles, with people like Rusty Mills (director of Warner Brothers' cartoon series *Animaniacs*) using them for a variety of purposes in cartoon production.

Of course, Warner Brothers can afford things that are beyond the reach of most Amiga users, but there have been several packages, such as *Disney Studio*, reviewed way back in *AF20*, which applied conventional animation techniques to computer-based animation.

Hanna-Barbera Animation Workshop (henceforth referred to as *HBAW*) takes this approach to creating animations. It's based around playing a number of animation frames (also known as cels) over a static background in a certain sequence, to create the animation. Each of these frames has to be drawn and coloured individually.

The first thing that strikes you about *HBAW* is the garish colour scheme, based around a curious combination of purple, green and orange. Combine this with big bold icons and you get a very easy-to-use interface. Most of the icons are obvious, but some could do with more clarification.



The file requester for *HBAW* is, erm, somewhat non-standard in design and use.

For instance, the warning before you overwrite an animation is a question mark with a tick and a cross in it. Clicking on the tick overwrites, but you aren't given an explicit warning, and the same question mark is used in other circumstances.

HBAW also enables you to digitise directly from a video camera or recorder via a Vidi digitiser, but I was unable to get it working with *Vidi 24RT*. This can be used to digitise both backgrounds and drawings, so you could make your initial drawings in pencil, digitise them and then combine them into the final animation.

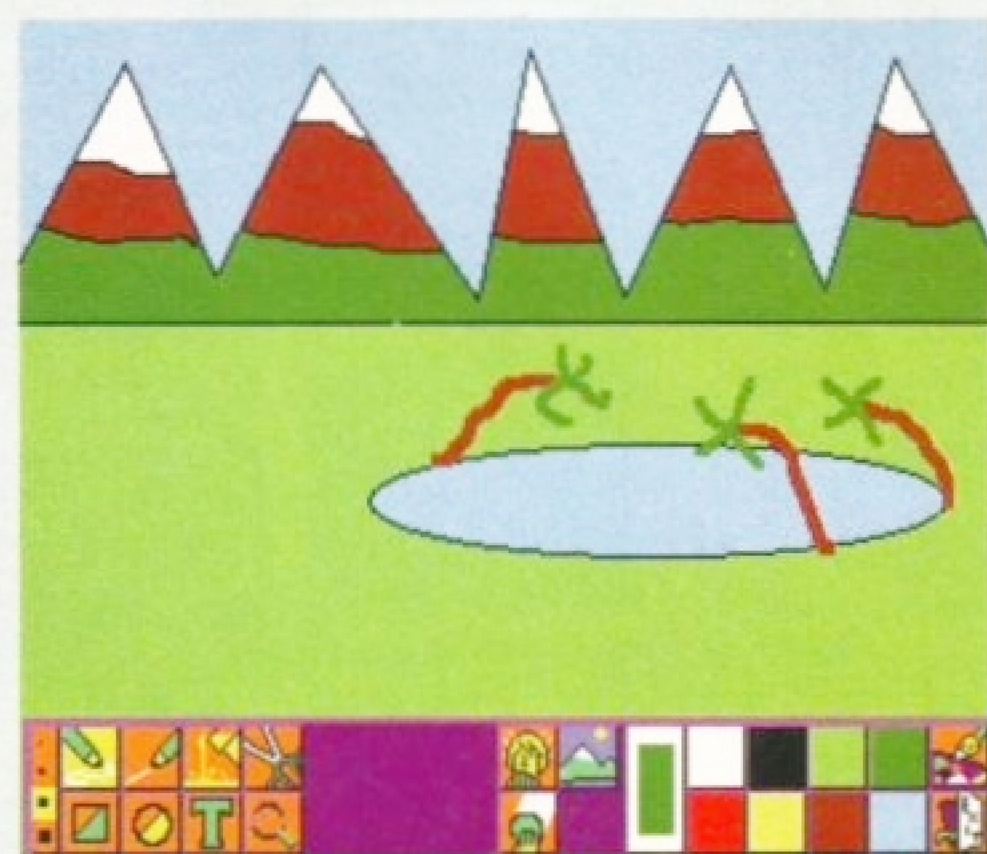
Creating the animation frames is easy, if time consuming. A basic cut and paste tool is included, which is useful if parts of your animation don't change from frame to frame. There are only six drawing tools (freehand, straight lines, fill, circle, square and text which is limited to one font) so *HBAW* lacks the more powerful tools found in programs such as *DPaint*.

The initial drawings of your characters are created in two colours, which you then colour in. You have a maximum of eight colours for the backdrop and eight for the characters, giving a maximum of 16 colours for an animation. These are also limited to low resolution.

Unfortunately, there is one area in which *HBAW* fails in a major way. It can't load or save IFF files, so you can only use the small range of tools included or load the ones supplied with the program. I really can't see why the programmers have chosen to produce it this way.

The IFF file format has long been one of the Amiga's great strengths because you can use them in different programs for different purposes. For instance, you can use

ANIMATING THE HANNA-BARBERA WAY



1 The first thing to do when creating an animation is to draw your background. Here's one that I prepared earlier.



2 Now, let's create the animated character. I'm actually cheating by using some of the clip art included with the program, but drawing your own is easy. The lighter versions of Fred you can see are the previous animation frames.



3 Now let's add a bit of colour, which can be easily done with the fill tool. This has to be done on each and every frame.

BERA WORKSHOP



DPaint to draw a backdrop and then use this as a brushmap in *Imagine*. *HBAW* throws this out of the window, because the files created in it cannot be read by other programs, and it can't load in images from other programs.

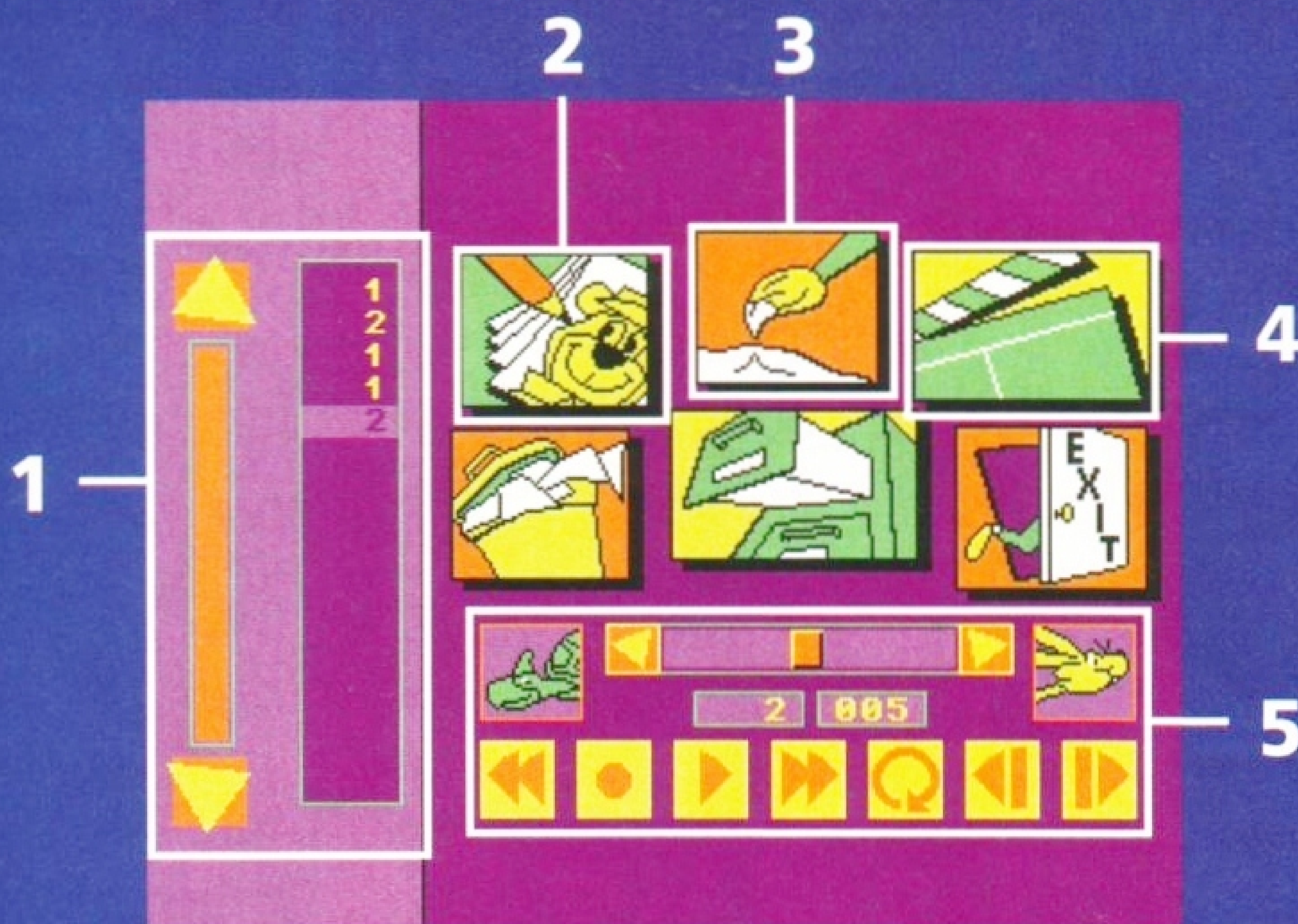
This might have been acceptable if there was a standalone player for your animations, but there isn't. This means that the only way you can play back animations is by loading them into the main program, so you can't distribute your creations for other people to view and marvel at.

The animation is controlled by an exposure list, and this can show the animation frames in any order. With a bit of forward planning, you can re-use animation frames several times during a single animation, thus cutting down on the amount of memory required.

HBAW is good at creating cartoon-type animations, but what can you do with them once you've created them? Unfortunately, the answer is very little. But it's easy to use, although the interface is a little clumsy, especially when saving or loading a file. Younger animators will certainly feel at home, and the included clip art is good for showing how the program works and how you create animations.

The fact that you can't use it with other programs means that it will probably quickly be abandoned in favour of more powerful and flexible programs such as *DPaint* or *Personal Paint*.

WHAT'S ON THE HANNA-BARBERA MAIN MENU



1 EXPOSURE SHEET: This controls which frames of the animation are played back and at which point in the animation.

2 ANIMATE MODE: From here you can create your animations in two colours and then colour them in to create a better image.

3 BACKGROUND PAINT: This is used for creating background images for use in your animation. You are limited to eight colours.

4 DIGITISER: Enables you to digitise images directly from a Vidi digitiser.

5 ANIMATION CONTROL: Sets the speed and direction of the animation playback.



4 And here is the final result of my adventure in the world of animation. Move over Fred Quimby, here I come!

HB ANIMATION WORKSHOP

DISTRIBUTOR
Empire Software 081-343 7337

PRICE
£44.99

SYSTEM REQUIREMENTS
Works on all 1Mb Amigas

MANUAL ●●●●
Easy to get started. Explains the basics of creating simple animations in very easy to understand language.

ACCESSIBILITY ●●●
The icons are distinctly ugly, and their functions are not always immediately obvious to the user.

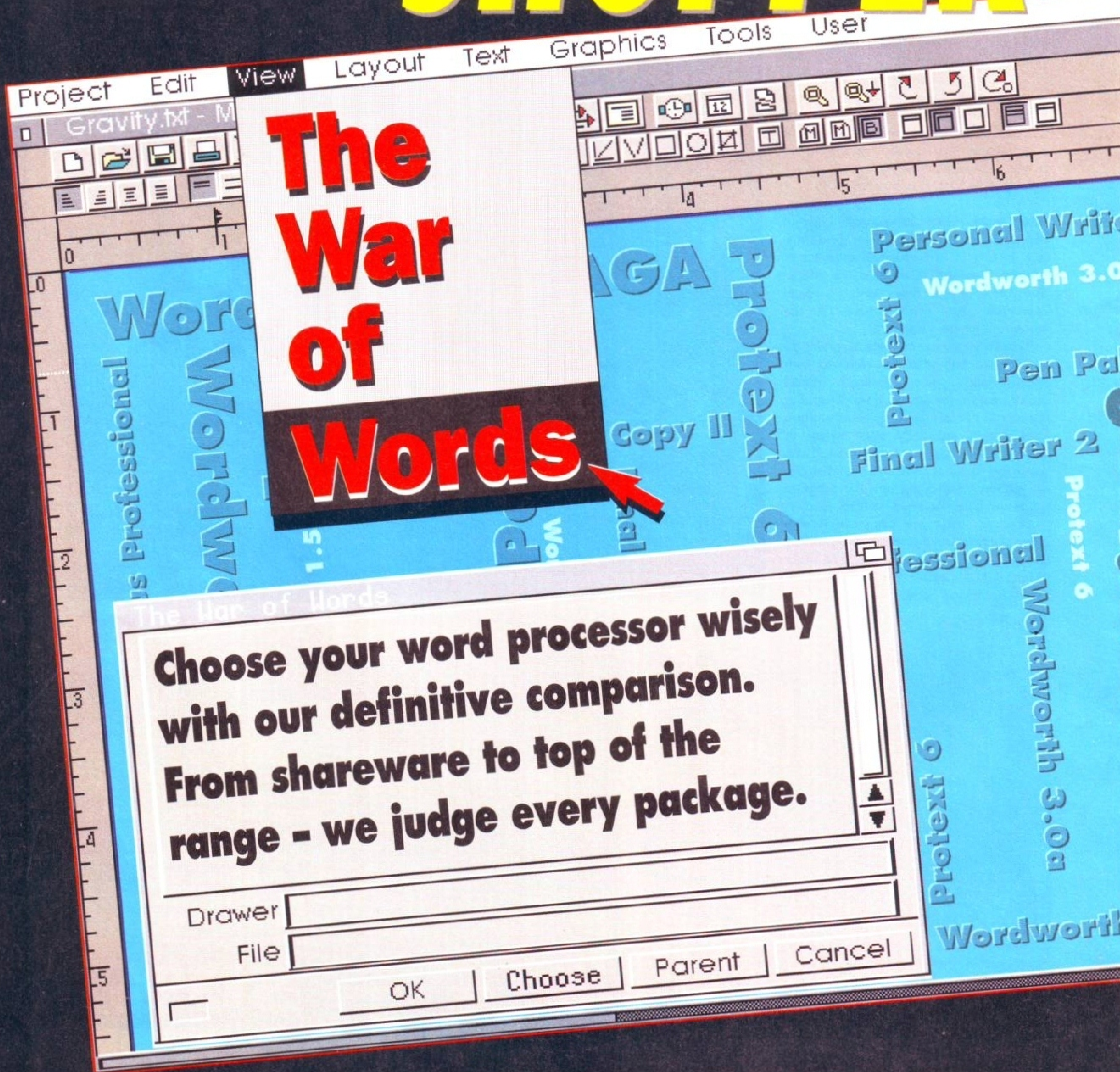
FEATURES ●●
A very basic animation package which doesn't support IFFs and has none of the advanced tools offered by *DPaint* or *Personal Paint*.

VALUE ●●
£45 seems a little expensive when you consider that there are Public Domain and Shareware programs that are nearly as good.

"A good program for creating character-based animations, but the lack of support for saving them out as IFFs is unforgivable."

50%

AMIGA SHOPPER




EdWord Professional



An animation created in *Lightwave*, using the *Humanoid* woman object.

HUMANOID

In his never-ending quest for the perfect virtual reality, Richard Baguley looks at *Humanoid,* a 3D model of a human.

Human beings are a problem. Apart from all of the war, starvation and other sources of grief and unpleasantness in the world, they are extremely difficult to model accurately in a 3D program such as *Imagine* or *Lightwave.*

The problem is the lumps. Objects such as spaceships and buildings are easy to model, because they are composed of groups of simple flat planes which can be easily reproduced.

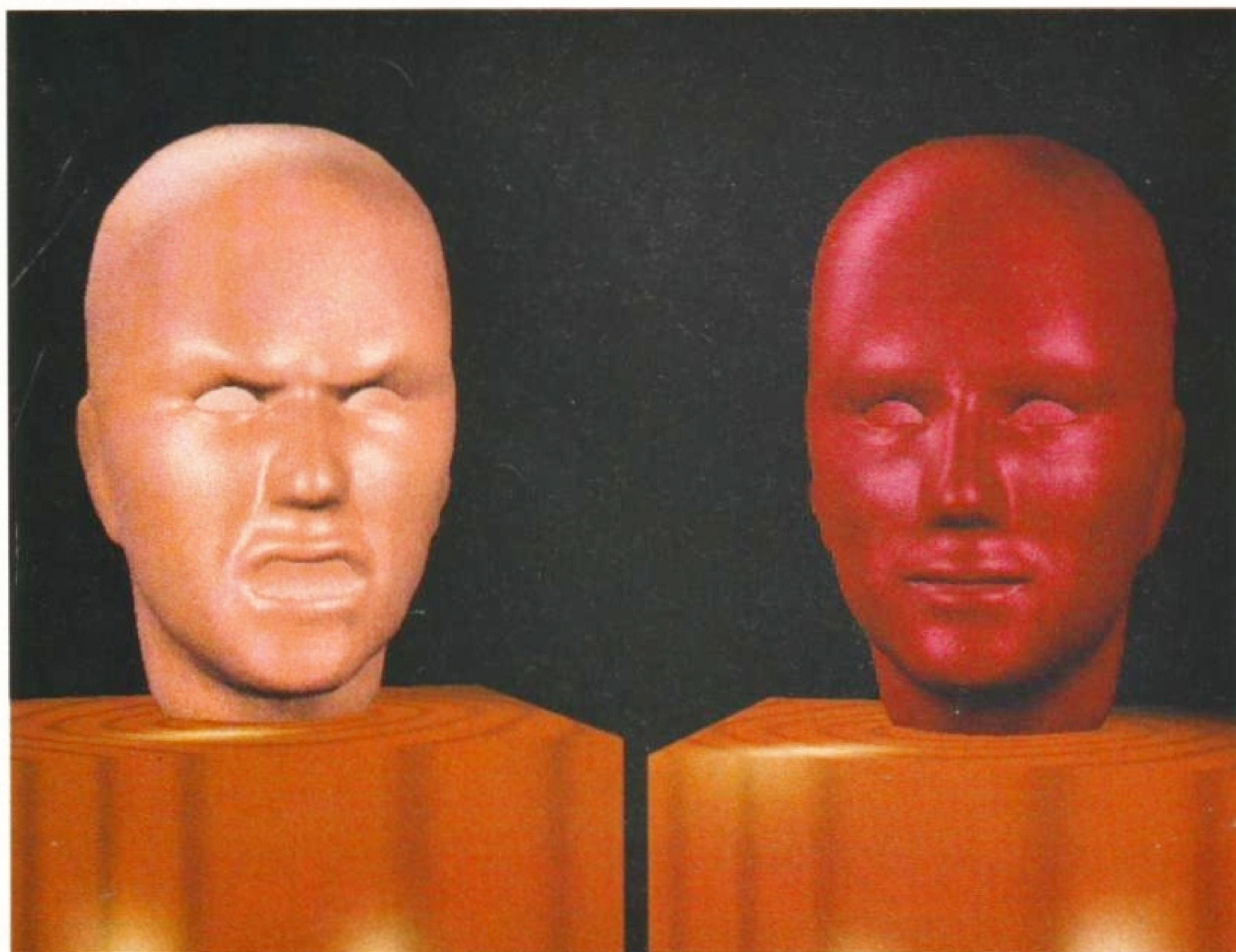
People, however, are composed of lots of curved surfaces and lumpy bits which are very difficult to reproduce in a 3D computer environment. Although most 3D programs have an array of tools for modelling objects, making objects that look like real organic things (such as people) is difficult. Fortunately, somebody has already done all the hard work for you in the form of *Humanoid.* This is a set of human figures in either *Imagine* and *Lightwave* format (you have to buy the two formats separately), which have been constructed completely from scratch and are specially designed to be easy to animate.

These are extremely complex models, and you are going to need a pretty powerful machine to work with them efficiently. The minimum recommended configuration is 8Mb of memory, but you are going to need even more than this for any really serious work. I reviewed this product on a 14Mb A3000, and had no problems, even when animating two of the figures together.

There are three figures in the set (man, strong man and woman), and an additional one (child) is sent out when you register the product.

Each version of the models are structured to make animating the characters easier. The models are composed of a series of objects grouped together in a hierarchical fashion, so as the old song goes, 'the arm bone is connected to the shoulder bone'.

For example, if you want your rendered image to lift up its arm, you select and rotate the shoulder object, and the entire arm will be rotated with it. If you want to move the hand, you select just the hand and rotate that.



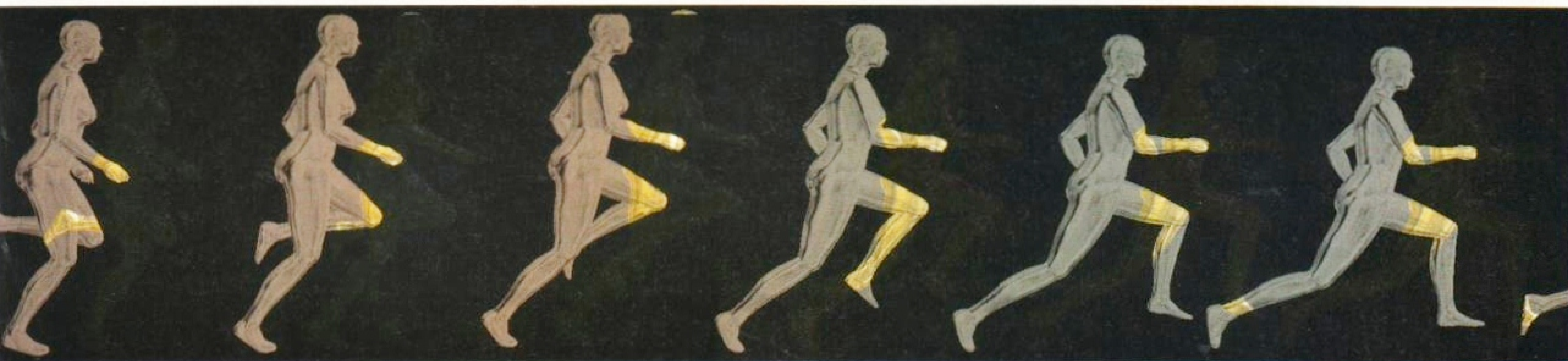
The object heads can display a wide range of emotions, from joy to anger, although the *Imagine* versions don't have any facial features.

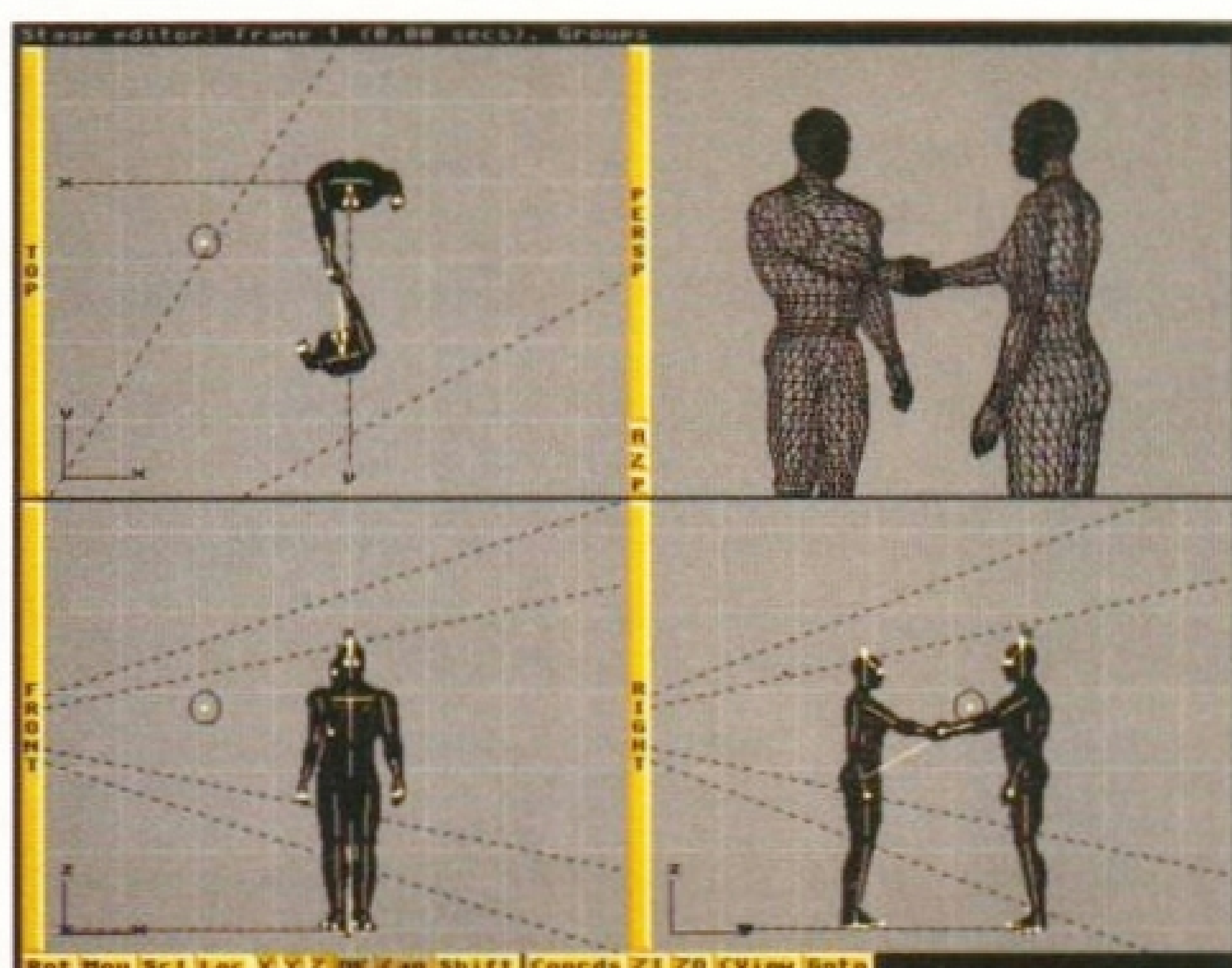
Some movements will not look correct when created in this way, so a selection of the body parts in various positions are included. This method of construction means that it's extremely easy to make the arms move, because all you have to do is to select the appropriate group and rotate it in the right direction on its local axis.

The *Lightwave* version of the models even have facial features such as eyebrows and pupils, although these are not present on the *Imagine* version.

There are a total of nine versions of the head giving you a choice of expressions such as surprise, joy, sadness and fear, and 11 versions of the hand are also included, giving positions such as pointing, gripping and shaking. There are also phonetic positions so you can make the mouths appear to be making different sorts of sounds.

Humanoid is a highly impressive bit of modelling, but it's certainly not perfect. Although you have a great amount of control over the movement of the human body, this doesn't stretch to controlling the smaller parts of the objects such as the fingers or toes, because these are not generated separately.



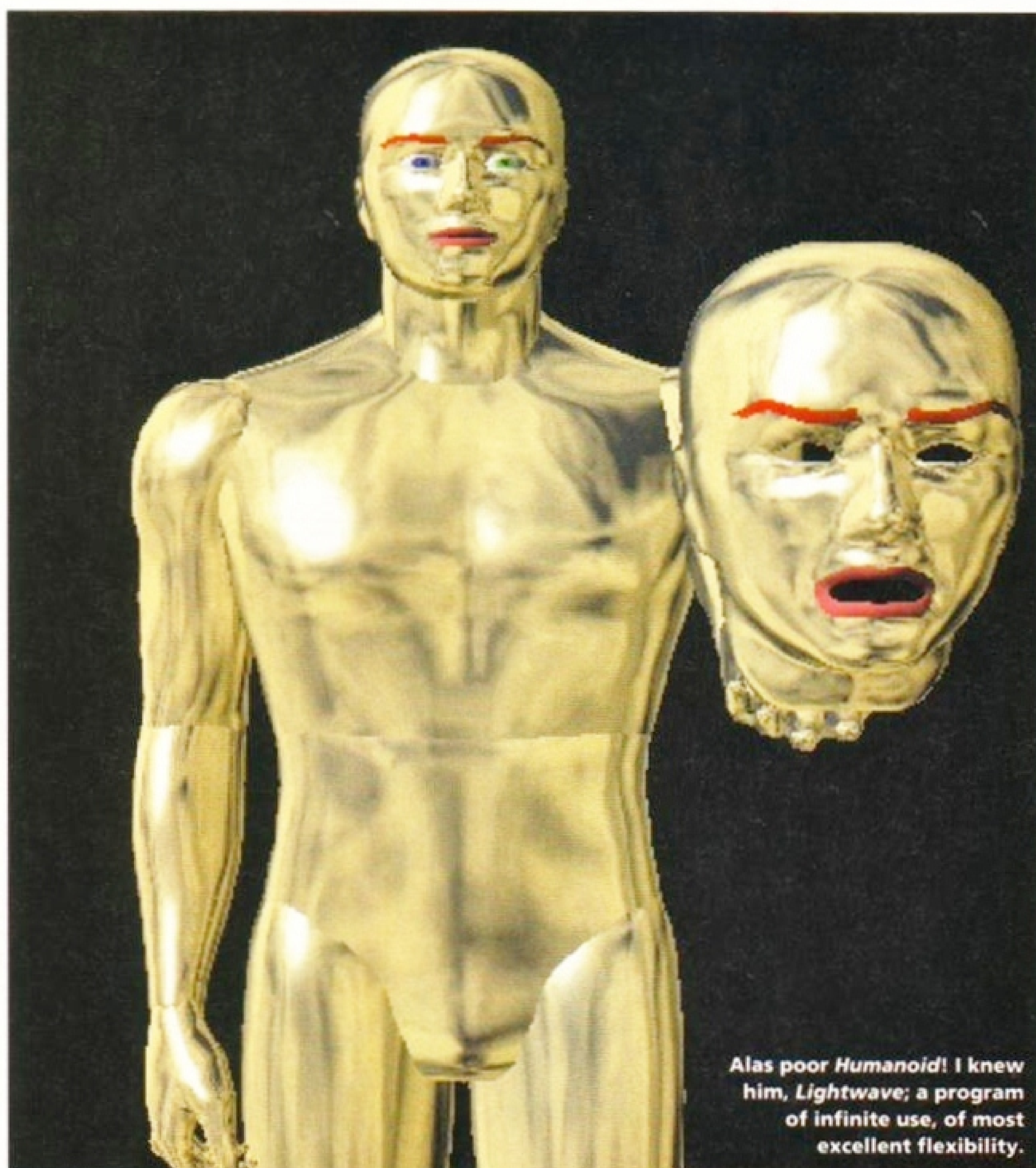


Working with two of the objects requires a powerful machine and a degree of patience while you wait for it to redraw.

If you want to make any of these parts of the body move independently of the rest of the object, you have to manipulate the points which make up the relevant part of the body to create the movement you want to make and then morph between the two objects.

Although this is certainly possible, it's not exactly the easiest or the most efficient way of going about things.

However, it's more than likely that you would want to play about with the way the basic objects look and move, and these *Humanoid* models provide an excellent basis for building your very own set of virtual people.



Alas poor *Humanoid*! I knew him, *Lightwave*; a program of infinite use, of most excellent flexibility.

MAKE THE MOST OF YOUR HUMAN MODEL

It's unlikely that any animator would want to use the *Humanoid* objects purely in the form in which they are provided. Although I've used the basic models in this review, most animators would probably prefer to use them as a basis for creating their own distinctive models. This means adding extra features such as hair, clothes, warts and all, or adapting the existing features.

The *Humanoid* models were used by animator Ron Thornton in his science fiction adventure *Babylon 5*, currently being shown on Channel 4.

Most shots of spacecraft where you can see people are produced by combining the live action shot and the special effect. The producers of *Babylon 5* wanted to avoid this, so Foundation Imaging (the clever chaps who produced all of the graphics for the program) used *Humanoid* to create a 3D model of the pilot which they then put into the cockpit. This model could be fully animated, so the pilot could manipulate controls and make expressions, even though he was just a 3D model created in *Lightwave*.

HUMANOID

DISTRIBUTOR
Crestline Software, PO Box 4691
Crestline, CA 92325, USA
0101 909 338 1786

PRICE
$195.00 (around £130)

SYSTEM REQUIREMENTS
At least 8Mb of memory
18Mb hard disk space
Imagine 2 or above or
Lightwave 2 or above

MANUAL ●●●
The intricacies of animating the figures are explained well, although the language is a little curious at times.

FEATURES ●●●●
Each object is supplied with several different versions for various emotions and positions.

VALUE ●●●●
£130 for a 3D model may seem a lot, but it's extremely good value considering how complex the models are.

"The objects are excellently modelled and incredibly flexible. Extremely useful for serious animators who need to build people models."

85%

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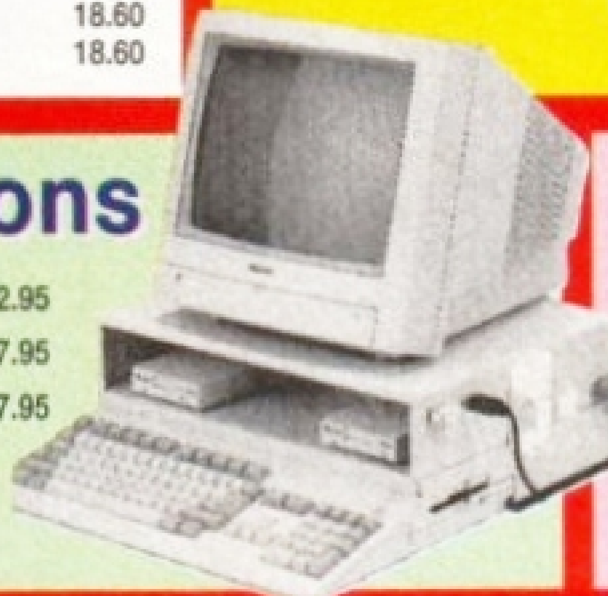

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Panasonic KXP1080/1180/90/1592	2.89	2.74	2.54	2.34
Panasonic KXP2123/2180	5.75	5.60	5.40	5.20
Seikosha SL90/92/95	5.70	5.55	5.35	5.15
Star LC10/20/100	2.29	2.14	1.94	1.84
Star LC200	3.00	2.85	2.65	2.45
Star LC24-10/200	2.86	2.71	2.51	2.31
Taxan Kaga KP810/815/910/915	3.14	2.99	2.79	2.59
COLOUR				
Citizen Swift 24	12.81	12.66	12.46	12.06
Panasonic KXP2123/2180	10.63	10.48	10.28	9.88
Star LC10/20/100	6.00	5.85	5.65	5.25
Star LC200	9.78	9.63	9.43	9.03
Star LC24-10/200	9.63	9.48	9.28	8.88

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HP INKJETS

HEWLETT PACKARD DESKJET 310

Do you fancy colour printing on the move? Richard Baguley checks out HP's latest colour portable printer.

I've always liked black, and I'm especially pleased to see that this latest model from Hewlett Packard will appeal to the Goth fraternity thanks to its rather nice matt black casing.

It's around a foot long, almost six inches high and weighs in at just under 2kg, so it's easily luggable. There's an optional cut sheet feeder, which can hold up to 60 sheets of paper.

Black and white printouts are good quality – the blacks are solid and the greys smooth – with a maximum resolution of 300 dots per inch.

The colour version uses a cartridge with Cyan, Magenta and Yellow. Keen printer users will have spotted the lack of a black, which means that the printer has to combine all three to get black. Unfortunately, the paper can get sodden with ink when printing images with large areas of black, and the blacks tend to come out looking pale and greenish. Compare the sample printout from this printer with that from the 560C (right), which includes a black cartridge. Apart from this, the colours are generally good.

The ink cartridges are not cheap at £29.99 for the colour and £24.99 for the black and white, but they seem to last a reasonable time. I wasn't able to get details about how many pages you could expect from each cartridge, figures are notoriously unreliable anyway.



The new Hewlett Packard inkjet printers: the HP310 (left) and the HP560C.

HEWLETT PACKARD DESKJET 310

DISTRIBUTOR
Phoenix Computer World
0532 350091

PRICE
£224.99 (Mono)/£259.99 (colour)
£49.99 (sheet feeder)

SPEED ●●●●
Produces two pages of text per minute, although it's much slower with graphics.

PRINT QUALITY ●●●
Text is sharp and crisp, with a slight fuzzing on the edges. When printing in colour, blacks appear very poor.

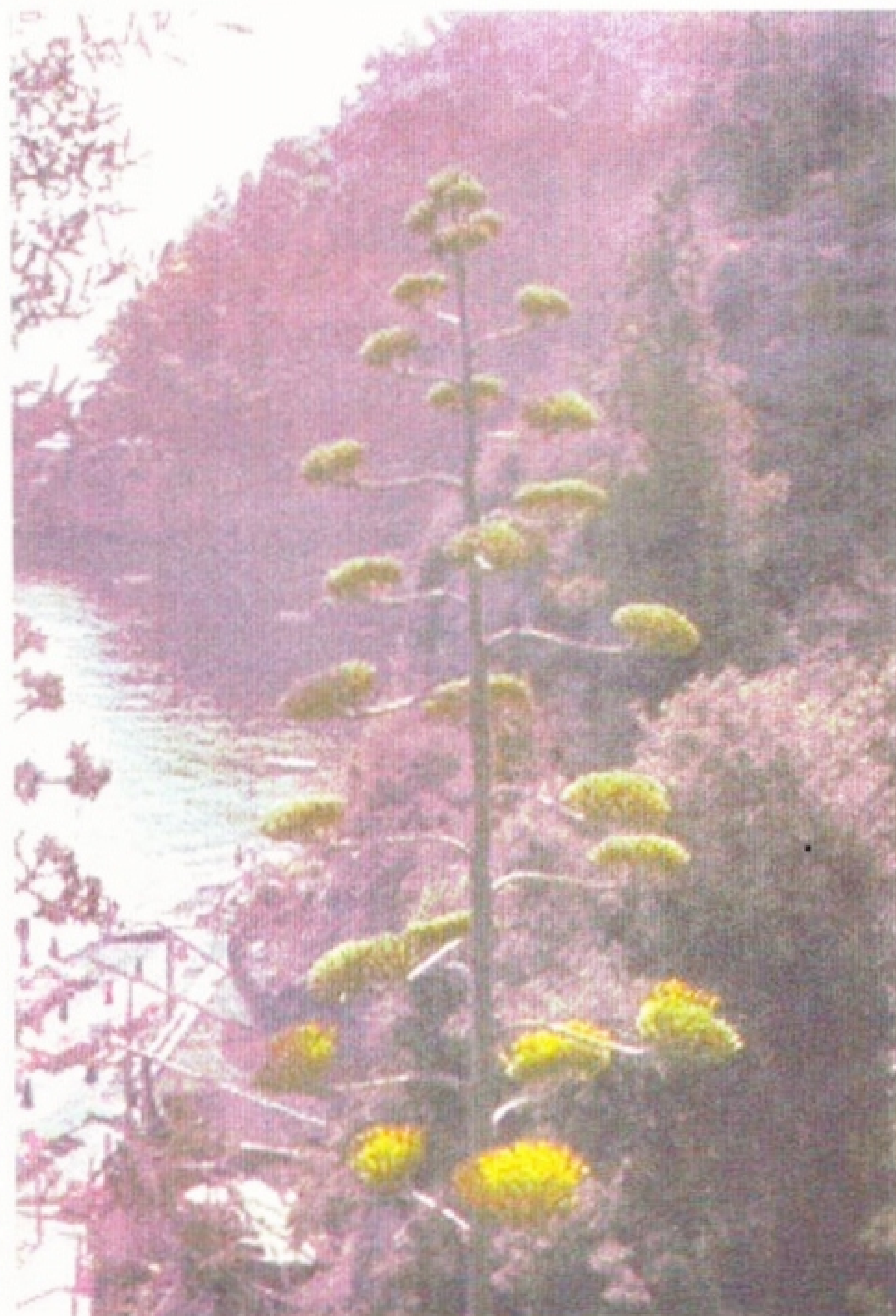
ACCESSIBILITY ●●●●
Very simple to use, especially with the sheet feeder. The controls are well set out and easy to use.

FEATURES ●●●●
Can print in both colour and black and white, although you need to swap the cartridges manually.

VALUE ●●●●
The HP Deskjet 310 is comparable in price to the Canon BJ200, and the quality is nearly as good.

"A very good and solid printer with high output quality and a colour option."

89%



This printout from the Hewlett Packard 310 was produced using the HP500C driver supplied with Workbench.



HEWLETT PACKARD DESKJET 560C

Or would you prefer something that's a little more heavyweight? The normally thrifty and environmentally-friendly Richard Baguley wastes vast amounts of paper testing the HP560C.

This new printer is an upgraded version of Hewlett Packard's popular 550C inkjet printer, although the only real change I can find is the extra 10 to the name. Isn't progress wonderful?

The HP Deskjet 560C is certainly not a small printer. It weighs in at a fairly hefty 6.6kg and measures 17.5 x 8.2 inches, so it's going to take up a considerable amount of space on your desktop.

A cut sheet feeder is built into the front of the printer, which can hold up to 100 sheets of paper. Two ink cartridges can be fitted at once, so you can produce both colour and black and white prints without having to swap cartridges.

The normal resolution of the HP Deskjet 560C is 300 x 300 dots per inch, but there is also a special 600 x 300 resolution which only works when you print in black and white. Unfortunately, this isn't supported by any current Amiga driver.

Black and white print quality is extremely good, with clear, sharp text. Six fonts are built in to the HP Deskjet 560C, including Courier and CGTimes. Greyscale images are also of a very high quality, with smooth greys. although there is just a trace of banding.

It's not the fastest printer I've ever seen (with a quoted speed of around two pages per minute or 167 characters per second), but it's pretty nippy for an inkjet. Regrettably, Hewlett Packard have not supplied updated printer drivers with the 560C, so you're stuck with the Deskjet 500 driver which is included with Workbench. This isn't particularly satisfactory because the 500C did not have a black ink cartridge, so you can't use it with the 560C when you print in colour.

This means you don't get the best out of the printer unless you spend extra money on buying an updated driver through a printer enhancement program such as *Studio* or *TurboPrint*, although a cut down version of *Studio* is available from Hewlett Packard's Amsterdam office (Tel: 010 31 20547 9999) for £7.

Both of these programs include drivers suitable for the 550C, which will use the black cartridge. I really can't understand why Hewlett Packard haven't written a special Amiga driver, because other printer manufacturers, such as Canon and Star, have done so. They aren't particularly difficult to write, and I'm sure there are enough Amiga users out there to justify it.

The Deskjet 560C is a fine printer, which will no doubt give many years of use. The black and white printing quality is extremely good, with sharp text and smooth greys.

The colour printing is also impressive, but it really is disappointing that you have to spend more on a new printer driver to get the most out of it. PC and Mac users don't have to put up with this, so why should we?



The quality of this printout from the Hewlett Packard 560C speaks for itself. It was produced using Wolf Faust's *Studio Printer* software.

HEWLETT PACKARD DESKJET 560C

DISTRIBUTOR
Phoenix Computer World
0532 350091

PRICE
£489.99

SPEED ●●●
Nowhere near as fast as a laser printer, but it prints at a speed comparable to other inkjets.

PRINT QUALITY ●●●●
Text is the same excellent quality as the 310, but the blacks in colour printouts are much better if you use a decent driver.

ACCESSIBILITY ●●●●
For everyday use, it's just a question of plug in and go. For colour use, extra expense and fiddling is required.

FEATURES ●●●●
Contains both black and colour cartridges in one, so there's no need to swap them over.

VALUE ●●●●
It's more expensive than the 310, but the quality is better (with a good driver) and it stands up to more use.

"An excellent desktop printer, even though there is no Amiga driver provided for it."

85%

The update to the most popular Amiga MIDI sequencing package has been a long time coming, but at last it's here. Maff Evans finds out if it was worth the wait.



The main control screen of *Music-X 2.0* looks familiar enough – it's just the internal workings and functions that have been improved.

MUSIC-X 2.0

Have you noticed how many reviews start by giving you a little slice of history to back up the program being reviewed? Well, I'm sorry to say that it's unavoidable with *Music-X 2.0*.

The original *Music-X* package came like a bolt out of the blue and showed that the then still fledgeling Amiga 500 could be much more than just a games machine. Powerful MIDI tools and an extremely friendly graphical editing interface made it a firm favourite with Amiga musicians, mainly because earlier programs had complex editing systems (usually involving typing in data) and the most rudimentary of Amiga sample implementation.

Music-X put paid to all that, providing an intuitive method of manipulating MIDI data and enough control over samples to make their use viable.

Anyone who has dabbled with *Music-X* (featured on *AF58*'s Coverdisk) will know what I'm talking about, but serious MIDI users will be dying to know what's on offer with the latest version of the program.



Sample support has been enhanced quite drastically. Note that you can now have up to 64 samples in memory instead of the previous 16.

We haven't really got space on these pages to go through all the functions of *Music-X*, so we'll have to assume that you've already got to grips with the fundamentals of the system from using the Coverdisk (if you haven't, get yourself a copy pretty sharpish – see page 148) and concentrate on the major additions and alterations with the new system.

With this new version, the first element to become apparent is the MIDI system support that it offers. Not only can you use a standard MIDI interface connected to the Amiga's serial port, but you can also utilise multiple MIDI channels. Up to eight 'banks' can be used as totally separate MIDI outputs (effectively giving you up to 128 MIDI channels to play with), the configuration being controllable from within the software.

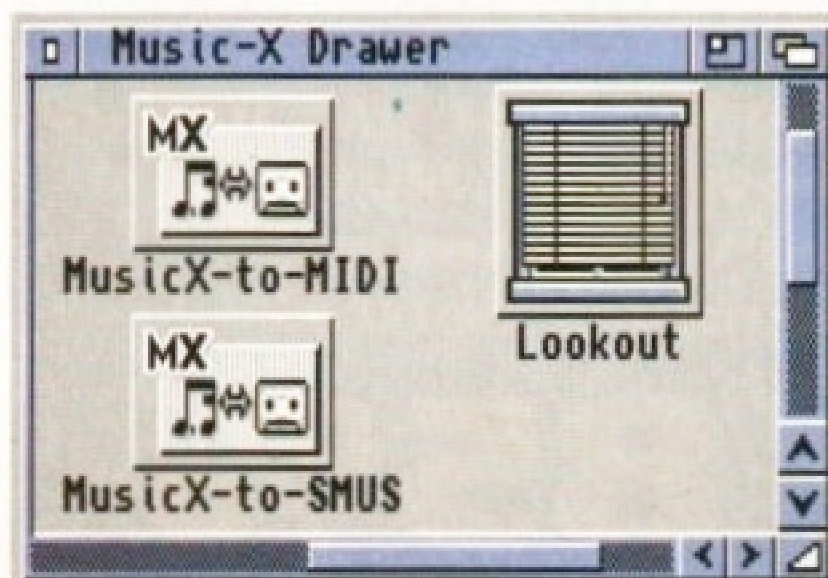
There is also the option to directly access Blue Ribbon's *One Stop Music Shop* board, which wasn't possible with previous versions of *Music-X*.

To take compatibility even further, there are two utilities on the disk that enable you to convert *Music-X* sequence files to either SMUS or Standard MIDI File format (covering both formats 1 and 0). This makes *Music-X* a more viable professional music tool, because you can stick a MIDI file on a PC disk and load it into just about any sequencer on a Mac, PC or ST. *Cubase* compatibility – at last!

On to the editing side and we have yet more additions – mainly in the form of new modules. The Quantize function has been radically updated, allowing you to control the shift using a graphical note system similar to the Grid function. Enter an offset for bulk-shifting notes and even give a limited amount of Quantize to keep a human feel. You can even perform a form of 'un-Quantize' using the Scatter and Swing options. Scatter moves notes around the beat so that a more random, 'human' feel is introduced, and Swing pushes events earlier or later so that notes don't appear bang on the beat.

To assist editing, there is a Logical Select function, so that you can highlight events by type and channel, rather than having to go through and box around each event in turn (a time-consuming and often infuriating process). Another useful

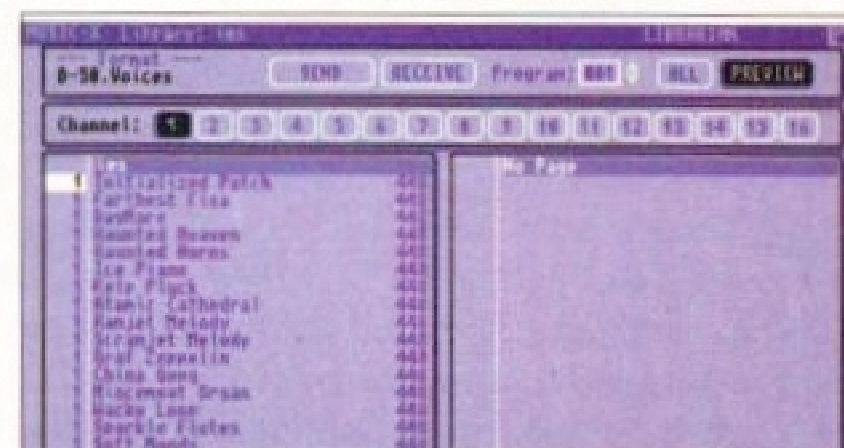
Continued overleaf



Keep tabs on MIDI data and convert files between *Music-X*, SMUS format and Standard MIDI File format using these extra utilities.



Trigger notes, control changes and sequences from an external keyboard in a more fluid way using the slightly tweaked keymap editor.



Unlike 1.1, libraries from old versions of *Music-X* also work with the new version. Thank goodness they got that right this time.


You can now link to other programs or create your own modules with *ARexx* support.


Fed up with those double-triggered notes causing problems? Get rid of them using the De-Flam option.


The Quantize II window now enables you to set up more quickly and even control the amount of Quantize to apply.


Add a human feel to sequences by setting up a note scatter – effectively 'un-Quantizing' a sequence.


No more fiddling with the Select tool to pick out particular channels and events – just use the Logical Select function.


Add tension or laziness to a groove by pulling notes backward or forward using the Swing function.

edit tool is De-Flam, which takes out duplicated events that appear close together (which not only sounds bad, but makes it difficult to move data around). Add to these the option to print out a list of events and *ARexx* support and you've got a serious set of editing tools.

There is one point I hoped would be altered on this update, but unfortunately it hasn't. The use of continuous controller messages remains the same as with the previous version. To add messages such as pitch-bend and touch after using the mouse, you have to enter the events one by one, rather than just drawing a curve as with many other sequencers. Not only does this take a lot of time, but it also means that the settings aren't reset after playing them so the pitch bend, for example, is stuffed full up rather than dropping back to zero, making the channel play out of tune. Maybe it's just me, but I'd prefer to be able to just drag a curve into shape with zero settings staying put at either side. Other programs manage to do this, so why can't *Music-X*?

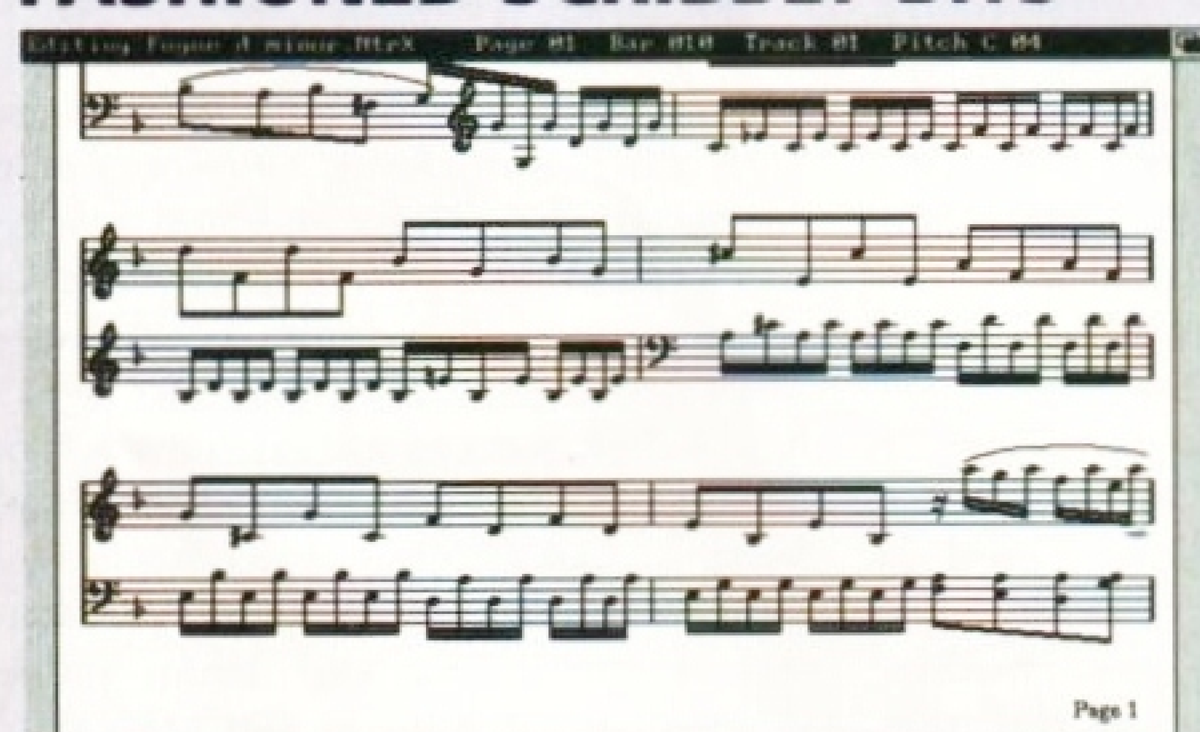
One serious alteration that has been implemented is the use of Amiga samples. *Music-X* was good enough at this, but version 2.0 goes a lot further. All the previous functions are there, such as tuning and envelope shaping, but the actual way that samples can be played is much better.

You can now choose whether to select sounds by channel (as on previous versions) or by using program change messages to call up any of the 64 (yes, that's right, 64) samples in memory. If that wasn't enough, sample volume can now be controlled using velocity rather than having to stay at a set level all the way through. It's about time, too.

To put it mildly, *Music-X* has been improved quite a lot. Many welcome additions are in place and other elements have been tidied up. The new editing, score-writing and data transfer systems take the program out of the dedicated home-user market and make it a viable tool for professional musicians. There are a few niggles here and there, but to be honest what was there originally wasn't awful by any means and version 2.0 has improved on what was basically a friendly and, pound-for-pound, extremely powerful sequencer.

If you've enjoyed *Music-X* in the past, either as a long-time user or just since the *Amiga Format* Coverdisk, don't hesitate to make use of the upgrade offer and start seriously working on your music.

NOTATION, OR 'THEM OLD-FASHIONED SCRIBBLY BITS'


Edit and print out notation of your MIDI sequences using *Notator-X*.

So far we've skipped the most significant addition to the *Music-X* package – *Notator-X*. Written by Liverpool-based Desert Software, *Notator-X* is a full score, printing and editing package – effectively a word processor for musical score.

Data can be loaded in from disk or dumped straight across from *Music-X* while it is running. You can choose how the data is displayed down to the minutest detail – from the form of the staves to the way that linked notes are shown. Every element of a score can be edited as well, adding and removing notes, choosing the type of rest to use and even adding lyrics – it's all possible in *Notator-X*.

One thing that you can't do is play back MIDI sequences from the program. To do that you'll have to dump the data back into *Music-X*.

MUSIC-X 2

DISTRIBUTOR
Software Business 0480 496497

PRICE
£199

SYSTEM REQUIREMENTS
1Mb

SPEED ●●●●●
Extremely quick. Even the most intensive MIDI editing functions are lightning fast.

MANUAL ●●●●
Sometimes the instructions are a little long-winded, but everything is covered to a certain degree.

ACCESSIBILITY ●●●●
For writing songs it's a doddle, but some of the keymap and librarian functions take time to learn.

FEATURES ●●●●
Lacking in continuous controller editing features, but this is mostly made up for by other control functions.

VALUE ●●●●●
A full-spec MIDI sequencer and notation package for under £200 isn't something to be sniffed at.

"The friendliest MIDI sequencer for the Amiga just got more powerful. Nothing handles Amiga samples better"

85%

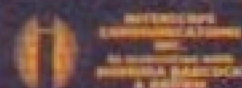
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And here's one I prepared earlier. This was loaded in from a Photo CD by *PhotoworX* and saved out as 24-bit IFF image.

PHOTOWORX

Richard Baguley focuses on the new German software that puts the Amiga in the frame with Photo CD.

In the world of computing, the future is round with a silver bottom. Nobody denies that CD is the way forward, and it's now beginning to spread into the world of photography.

Kodak have defined a standard which enables you to store up to 100 images on a single CD in 16 million colours and a wide variety of resolutions. This means that Photo CD is a good way of getting your images scanned in for use in DTP or multimedia – the quality is extremely high and it's a lot cheaper than buying a scanner capable of producing comparable results.

Support for Photo CD has long been available for PCs and Macs, but it's only recently come to the Amiga. German programmers Corporate Media have now released *PhotoworX*, which enables you to read Photo CD images on any Amiga.

The first thing you are going to need is an Amiga equipped with a CD drive capable of reading Photo CDs. This requires a drive capable of supporting the XA standard, so check this before you buy.

The drive used in this review was an Apple CD300 (about £170 from a Mac dealer) connected through the SCSI port of an A3000. The Tandem Controller and Mitsumi drive is also suitable. This was reviewed in *AF59*, scored 85 per cent, and costs £69 for the controller, and £169 for the drive. It's available from Golden Image 081-365 1102 and Mitsumi on 0276 29029.

Included with *PhotoworX* is a copy of *AmiCDROM*, a PD device driver which enables you to read CD-ROMs as if they were Amiga disks. This also enables you to read discs intended for PCs or Macs, but you can't run the programs on them.

Once you've installed the software, just double-click on the program Icon and you're in. You can either load an image straight in for viewing or load a contact sheet, which shows a small version of each of the images on the disc. Double-clicking on any of these brings up a bigger version, and both the size of the contact image and the viewing one can be altered.

The images can also be viewed in their full 24-bit glory if you have a Picasso II, Retina or EGS graphics card, but the contact sheet uses a lot of Chip memory, if you have the full 100 images on your disc.

Being able to look at your Photo CD images is one thing, but what you really want to do is load them into paint or DTP programs. To do this you can either save out the images you are viewing, or *PhotoworX* can export them as IFF files with between 2 colours and 16 million colours.

All of the Photo CD resolutions (from 128 x 192 to 2048 x 3072) are supported, although *PhotoworX* does need to load the entire image into memory before saving it out. Because the images I used were around 18Mb in size, I was unable to export any images at the highest resolution on my 16Mb A3000 without using the Gigamem virtual memory.

PhotoworX is very easy to use and fast, but it is too expensive. The alternatives are a PD Photo CD Loader for *ImageFx* or the PD program *HPCDTOPPM*.

● The images used in this review are from various Photo CDs in the Andromeda Interactive series, which cost £44 each. Andromeda Interactive can be contacted on 0235 529595.


Choosing your image is easy because *PhotoworX* presents them on a handy contact sheet.

THE IMAGEFX LOADER

If you have GVP's excellent image program *ImageFx*, you don't need *PhotoworX*, because German coder Gunnar Niclase has written a loader which allows you to load Photo CD images straight into the program. This was featured on the *AF58* Subscribers' Superdisk, and is available from any good Public Domain company or Bulletin Board.

PHOTOWORX

DISTRIBUTOR
Blittersoft
0908 220196

PRICE
£89.95

SYSTEM REQUIREMENTS
Workbench 2 or above, 2Mb of memory CD-ROM (XA) drive.

SPEED ●●●●
Loads images with acceptable speed, given the amount of data that is being thrown around the place.

MANUAL ●●●●
Covers most functions well, but could do with more technical details.

ACCESSIBILITY ●●●
Easy to use, but you need an extremely powerful machine.

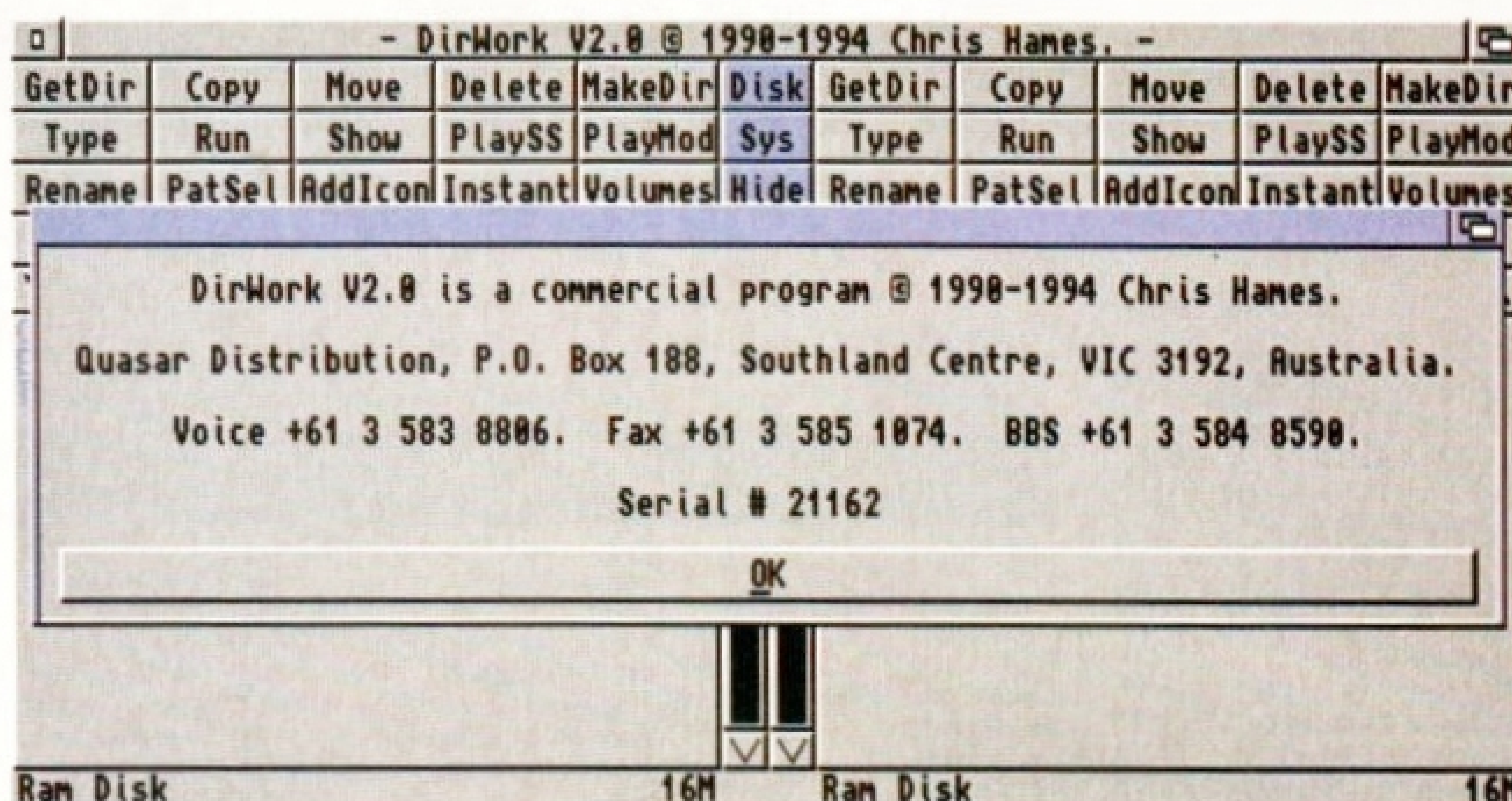
FEATURES ●●●●
PhotoworX performs at a pretty good speed. Some basic image processing tools are included.

VALUE ●
Way too expensive for a relatively simple program. *ImageFx* owners can load Photo CD images for free!

"A fast and powerful Photo CD conversion program, but it's expensive. It needs a large hard drive to run effectively."

60%

When he's fiddling with his files or rummaging in drawers Nick Veitch prefers to use a directory utility.



***Dir Work2* is a perfectly competent directory utility, but it does look a little drab to say the least.**

DIR WORK2

Novice Amiga owners quickly discover two things about their new machine. Firstly, it is bloody astounding and it's hard to understand why CBM haven't sold more of them. Secondly, dealing with all the files and drawers can be a bit of a drag.

Using Workbench to move files around is fine, but if you choose the View All Files option (for files which don't have icons) the whole thing slows down an awful lot, and can be a little confusing.

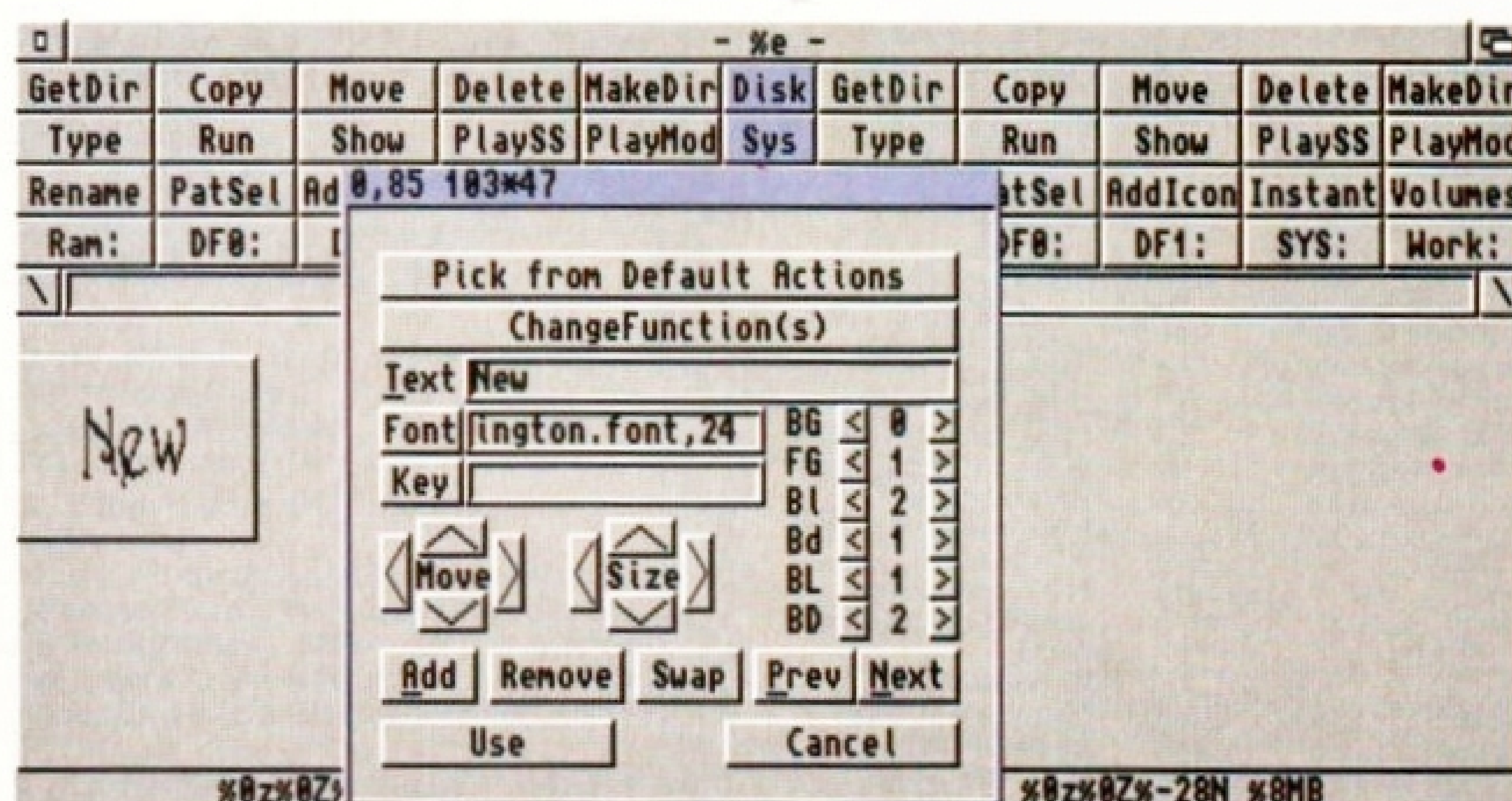
On the other hand the Shell is OK, but only if you can remember the secret spells and magic words that make things happen. Added to that, you have to keep doing a Dir to find where you are and what files are available – then there's all that typing.

The best idea is a sort of halfway house, a directory utility, which, unsurprisingly, is where *Dir Work2* comes in. Programmed by Chris Hames of *PC Task* fame, *Dir Work2* is, on the surface, very similar to other utilities of this type such as *SID* and *Directory Opus*.

The default settings bring up a familiar looking screen, with two directory listing windows and an array of buttons. Actions are performed by clicking on an entry in the Active File List and then clicking on a button from the list above. In this way you can copy and move files, view pictures, play samples and read text – all without having to type in a single word.

To change the directory path you can type insructions, but it's easier to use the buttons or double-click on drawer names to find your way around disks.

Dir Work2 is highly configurable. It can open up on virtually any type of screen, including opening as a window on Workbench. You can change the size and style of all the buttons, scroll bars and menus even to the point of just creating a window consisting entirely of buttons, which can serve as a useful program launching utility.



Being able to create your own buttons with a custom size and position is good, but the method of getting there is lousy.

The great shame about *Dir Work2*, and something that I hope is fixed for the next version, is the interface. Everything is grey and dull and there's no way of choosing custom colours. Aside from the aesthetics, some of the controls are a bit weak. For example, when creating buttons you have to click on little arrows to size and place the button, rather than being able to simply drag and click it with the mouse.

Dir Work2 is better than nothing, but it doesn't come close to *Directory Opus*. Although it's a bit cheaper than *Opus*, it doesn't hold its own against Shareware programs like *SID*. And for a fiver you could always get a back issue of *AF55* with *DiskMaster* on the Coverdisk.

COMPARE AND CONTRAST

If you compare *Dir Work2* to the main player in this market, *Directory Opus*, it may look a little plain and boring, but the facade belies a wealth of power and configurability.

Dir Work includes many of the functions of *Opus*, but also has many additional features such as the ability to add AppIcon support, custom buttons and tool menu support.

DIR WORK2

DISTRIBUTOR
Meridian Distribution
081-543 3500

PRICE
£69.95

SPEED ●●●●
Fast enough, particularly quick at reading directories, which is useful.

MANUAL ●●●
The manual does go into very great detail explaining all the options, configurations and other aspects of the software, but it is hard to find your way without an index!

ACCESSIBILITY ●●●
As you would expect, everything is very much point and click, even when configuring the system.

FEATURES ●●●
Some very powerful features, such as AppIcon support and a built-in system monitor.

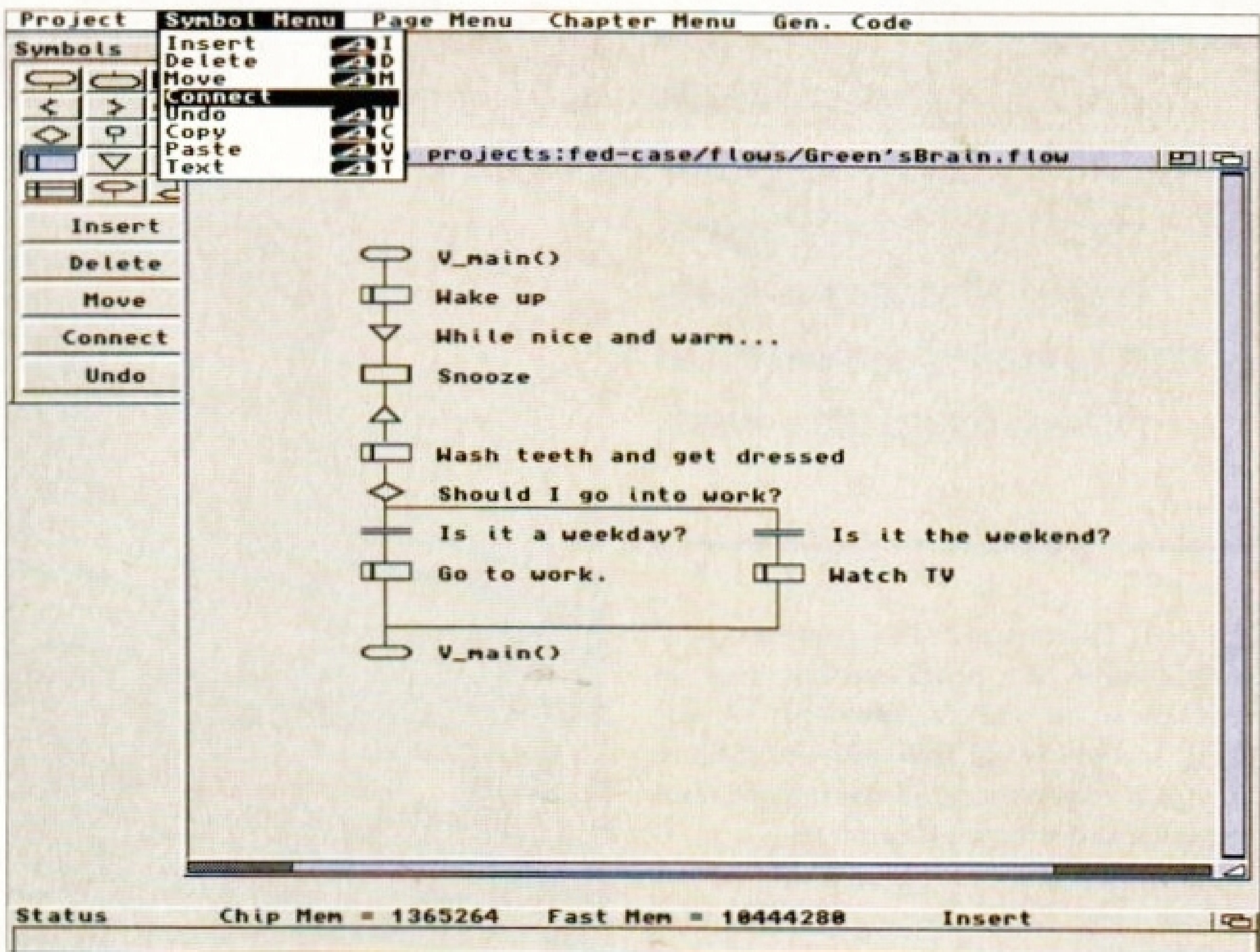
VALUE ●
Hard to recommend at this price, given the excellent competition.

"A very useful tool, but it needs to be improved quite considerably to justify the large price tag."

60%

FED-CASE

Computer Aided Software Engineering is a subject which has so far eluded the Amiga's programming scene. John Kennedy checks out a new labour-saving program.



Using the program for non-programming applications can help explain difficult concepts – here for example, is how Nick Veitch's mind works.

Try to forget the fact that programming requires the painstaking task of typing in lines and lines of tricky text, and think instead of drawing a program on-screen using little boxes and arrows.

I'm not thinking of a Visual Basic system such as *CanDo* or *Help* here, but a real, honest-to-goodness programming language using flow diagrams.

Fed-CASE is an attempt to bring a real Computer Aided Software Engineering (CASE) tool to the Amiga. It sounds like an unlikely idea, but it works, and it works well. Planning and coding your program happens almost simultaneously. You build up the chart using small icons to represent the processes, functions, assignments, conditions and loops and so gain an overall view of the program's structure.

The text you add to the icons is actually *C* source code. Variables and functions are freely available, but must be given intelligent names to indicate their type (byte, signed, pointer and so on). When you have finished your design, a menu option generates all the *C* source you need, ready to load directly into a compiler and create your program. However, *Fed-CASE* won't create finished programs for you because you need a compiler to create the executables.

The rest of the program is entered by you, but the source is subtly different from hand-written programs. For starters, all the variables and functions have consistent names, a fact which can stop 90 per cent of bugs. Secondly, the program creates hundreds and thousands of intelligent comments in your code, including details of the purpose of each function. Lastly, the source code might actually make some sense when you look at it in three weeks time, because the flowchart is an excellent form of documentation.

Because *C* is such a portable language, it turns out that any non-Amiga specific source generated works perfectly well on other platforms. You can also forgo the *C* side of things and use *Fed-CASE* to generate more general flowcharts, or you might use it to plan a complicated piece of *Assembler* or *Pascal* or *Basic* programming. In these cases *Fed-CASE* doesn't do anything a pen and a sheet of paper can't do, but it does it extremely neatly and enables you to file things away properly.

Minor problems with *Fed-CASE* are the way symbols are entered. Using the right mouse button to add items is not intuitive, and can make pull-down menu accesses a nightmare. Another failing is that the text editor doesn't use Amiga key short cuts.

However, the major problem is the choice of a style of flowcharting which all modern software engineers have long since left behind. These days, flowcharts are usually of the hierarchical data flow variety, which makes the data (not the program itself) the important part of the process.

Fed-CASE is one of those programs you think you ought to have, but you're not sure if you would really use it – a bit like hard drive back-up software. I now think backing up a hard drive is essential, and I also intend to use *Fed-CASE* when programming. At worst it can be used as a basic planning tool, and at best it can actually generate my *C* source for me.

The code generated by *Fed-CASE* looks good. It's well spaced out, with all the tabs and brackets in the right places and lots of comments. However, there should be greater control over the smaller points.

THINGS TO COME

***Fed-CASE* is an on-going project, and there is a Professional Level version planned in the near future incorporating all sorts of advanced features which are currently covered by a non-disclosure agreement.**

It would be nice to see a cross between this program and a *GadToolBox*-type intuition interface creation system. There are also rumours of a Windows-compatible *Fed-CASE*, which would greatly simplify cross-platform development.

FED CASE V1.1

DISTRIBUTOR
Brian Fowler Computers Ltd
0392 499755

PRICE
£74.99

SPEED ●●●●
A 68020 processor is recommended, because larger programs can take some time to process.

MANUAL ●●●
The phrasing is extremely stilted in places. I find it hard to believe that it was, as is claimed, proof read by native English speakers.

ACCESSIBILITY ●●●
Rather difficult to use in its present form. *Fed-CASE* needs a v2 update to clean up the user interface.

FEATURES ●●●
A very novel idea, at least on the Amiga. Dedicated *C* buffs should think carefully about getting it.

VALUE ●●●
Rather pricey for a program which has a definite Shareware feeling about it.

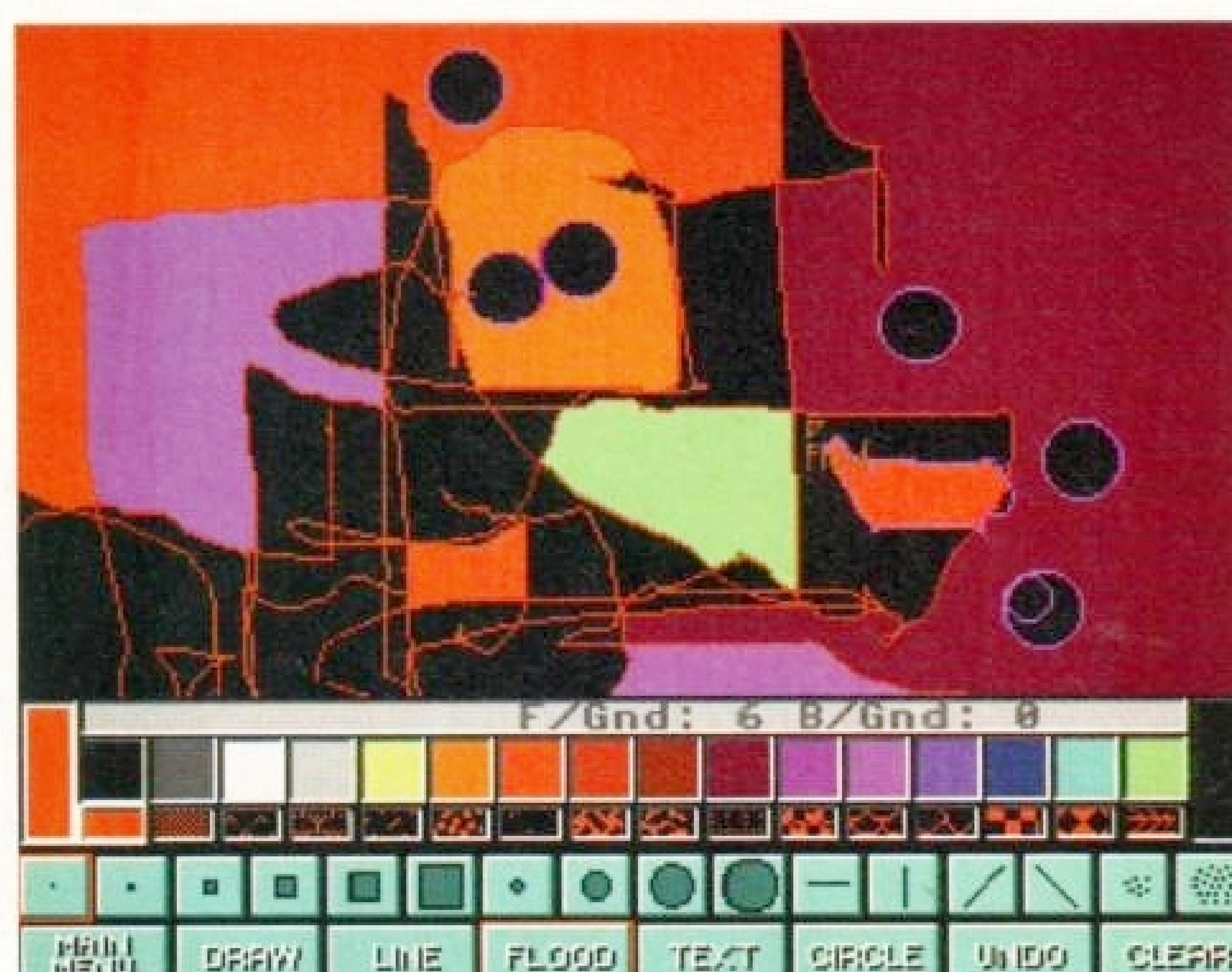
"One of the most interesting programming tools yet for the Amiga, but lacking in refinement."

70%

With the right software an Amiga can be an invaluable tool for children of all ages. Tracy Osborne puts the latest educational releases to the test.

SMARTY PAINTS

Chroma Computer Images 0328 862693 ■ £28.50



Smarty Paints is quick and easy to use and is fine for doodling or creating more ambitious projects. The Smart Menu at the bottom of the screen can be moved or hidden

Smarty Paints sets out to provide a customisable art program that can be tweaked to fit the requirements of any child, and which will grow with the child as they gain experience and confidence, and require more advanced features.

It does this by providing a dual menu system. The Main Menu occupies the entire screen and shows all the options available, while the Smart Menu is user-definable, giving access to the colours and selected functions. So, if you feel that some functions are inappropriate for your child, simply don't include them in the selection.

When the Smart Menu is switched on, it is overlaid on the workscreen, and can be dragged up or down, or temporarily hidden by a simple right button click. A second click returns it.

Lock on the Smart Menu, and you're in small kids' mode – no access is available to either unwanted keyboard short-cuts or the potentially bewildering main menu (except by a combined Help/M keypress, in the latter case).

If all this sounds complicated, I have to say that, at first, it also looks it. But it all soon fits into place. Once you have carefully designed a tailor-made Smart Menu for your budding Picasso, this can be saved to a workdisk and kept for personal use. Load this disk and you're straight into the custom configuration.

It's possible to drag a Smart Menu so that the functions are off-screen and only the colours are visible, then select Draw and 16 Colours, lock it, and you have a basic freehand drawing program and palette which even a very young child could quite happily play with.

The text on the buttons can be changed to icons, which again could be useful for pre-readers. Alternatively, there is a 32-colour mode, a range of nozzle shapes, some very attractive fill patterns, outline and solid shapes, horizontal and vertical symmetry modes, x4 zoom, and many other functions.

Standard brush, picture and palette files can be loaded, as well as standard bitmap fonts. Files can be saved to disk, printed, or exported into other packages. The only thing that seems to be missing is an airbrush.

VERDICT

"Smarty Paints is sound value for money and is a good introduction for the young Amiga artist."

80%

ADI FRENCH 14/16 (GCSE PACK)

Europress Software Ltd 0625 859333 ■ £34.99

The ADI packages come on three disks, the first loads the ADI Environment, and the other two each cover half of the 14-16 age range.

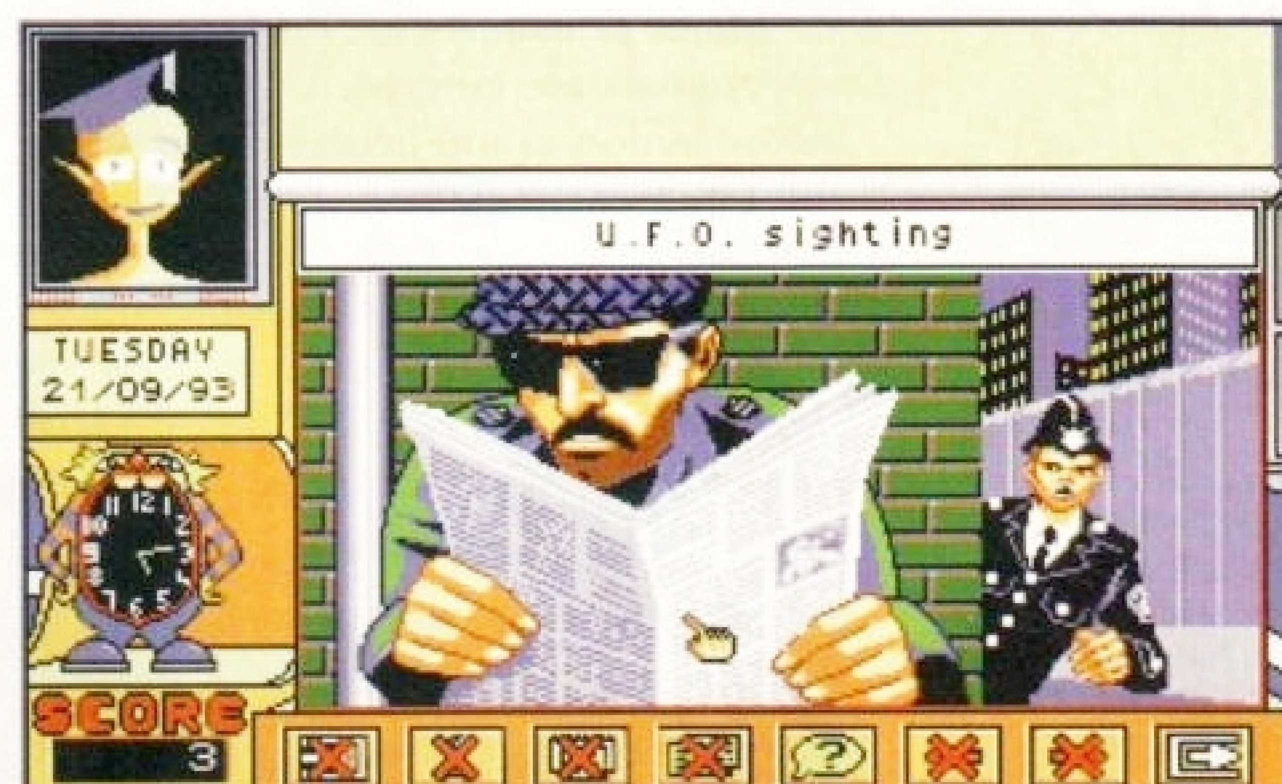
Once booted, the environment presents the student with a colourful classroom-style image. ADI himself, an animated three-million-year-old nomadic alien, is visible in one corner and immediately starts to chat.

Soon ADI knows your name and date of birth, and you know what all the buttons at the bottom of the screen do. In fact, they allow you to flip between sections, select tools (the diary or calculator), access special documents, play games, call for help, or quit.

You can play background music, change the colours, and select the clock and the plant you prefer. I like the cactus.

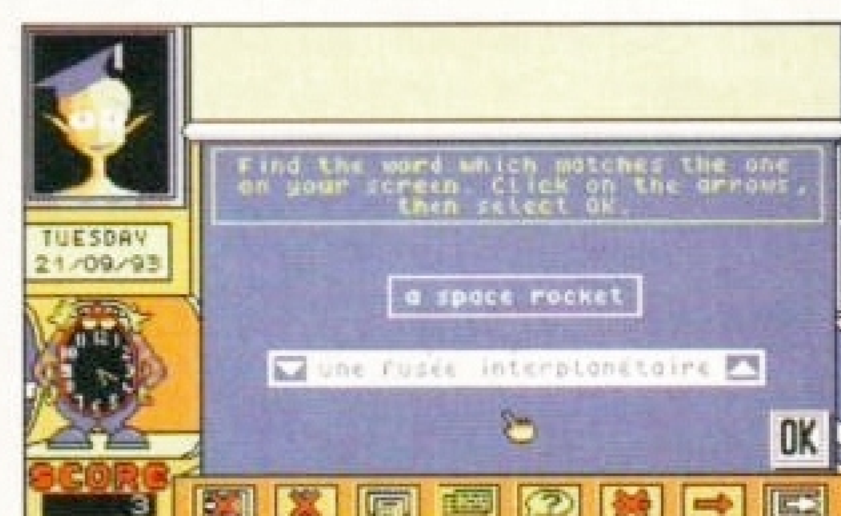
The applications start with fairly simple point-and-click multiple choice questions, like matching English and French words, or filling in the correct verb endings, and progress to questions based on sentences or text passages.

On-screen help is always available, to explain such things as the workings of the Imperfect Tense, and there are English/French dictionaries containing all the vocabulary used. The French 14-15 application teaches French in a holiday crash course style, dividing the course into the headings: Geography, Pocket Money, Occupations and Careers, Lost and Found, Holidays, and my favourite – Police File.



Select the area in which you want to test your vocabulary and grammar by moving the pointer around the screen

This last one tells you all about how to go about reporting theft, accident, or UFO sightings. And because it's fun, it means that the student is learning or revising vocabulary and grammar painlessly.



Is the French for 'a space rocket' really 'une fusee interplanetaire'? Click the mouse button and ADI will reveal all.

The 15-16 disk concerns two English teenagers, Tom and Lisa, as they seek employment in France. The source material includes the ads they read, their letters and phone calls, interviews and application forms, newspapers and diaries.

We follow them on their journeys by plane and boat, and into their new jobs. This provides a good range of subject matter, which may be useful for more than just passing tests at school.

ADI French is a very successful attempt to make learning French fun. Of course, it's not going to improve a student's pronunciation or their conversational skills, but as a GCSE revision aid it is definitely a worthwhile program.

VERDICT

"The colourful screens and interesting questions make this an enjoyable way to learn and revise."

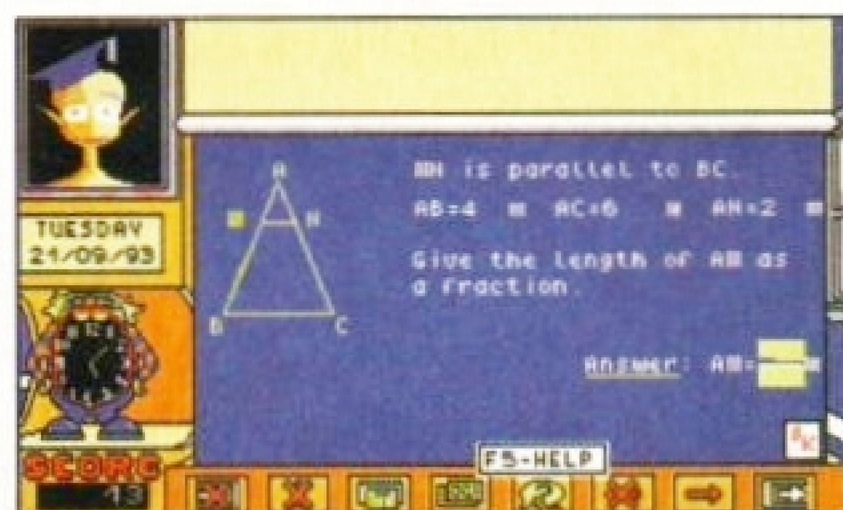
80%

ADI MATHS 14/16 (GCSE PACK)

Europress Software Ltd 0625 859333 ■ £34.99

The areas tested in *ADI Maths* are, in National Curriculum terms, Number, Algebra, and Shape and Space, with additional Data Handling on the 15-16 disk. I approached this application with some trepidation because it's been a long time since I studied GCE Maths and I don't often use the kind of skills required here.

The solution was to plunge into areas in which I would struggle and see how the program helped me. Instead of multiple



'Ooh, I know this one, no really I do. It's, um...' Press F5 if you want ADI to help you out

choice and point-and-click quizzes, the maths applications present maths problems, some of which are in a practical form (although why anyone should want to know how many grains of sawdust there are in four kilos is beyond me).

There are grids and diagrams to refer to, and editable fields to type in numerical



Choose the subject you want to concentrate on from the *ADI Maths* title screen.

values. The documents available on disk are useful and explain at some length the mathematics involved. The help files often contain the specific formulae required to reach the solution.

The calculator tool is not all that useful; clicking on the small buttons can be tricky, and the calculator itself obscures part of the question and cannot be dragged elsewhere. This is a shame, because you need a calculator, as well as a pencil and lots of paper.

I found that Geometry and Transformations held no horrors, the help was good, the questions followed a logical progression at a reasonable pace and so I made good progress.

Fractions and Powers and Factorising and Expanding were somewhat more problematic, but the program design was good enough to cope with my floundering.

If you get a question wrong, you can have two more attempts, along with advice to read the help file again, before the solution is revealed.

If you consistently give wrong answers you are given a simpler example, perhaps an equation that contains no negative numbers, before being lead towards the more demanding stuff.

Happily, with the help of ADI, I was able to feel a sense of success, which is the key to a good learning experience. *ADI Maths* a fine example of how Amiga software can enable a persistent young learner to set his or her own pace and reach a real sense of achievement.

VERDICT

"An excellent way to learn. A child can feel a real sense of achievement with ADI Maths."

86%

ADI ENGLISH 14/16

Europress Software Ltd 0625 859333 ■ £34.99

ADI English aims to teach three of the National Curriculum Attainment Targets: Reading, Writing, and Spelling and Presentation, in a series of test-style questions. These are mostly point-and-click multiple choice, but also give the learner some opportunities to complete answers from the keyboard, and in some sections there are also passages of text to be read before answering questions.

Unfortunately, what could have been a useful learning experience is ruined by inconsistency and extremely sloppy editing on the 14-15 disk.

The English used is just not good enough for an educational program. For example, the help notes on punctuation: 'As you can see, it's much easier to read with a comma, put in the right place of course, in a sentence.' There are also overlong and poorly-punctuated sentences, and a great many non-sentences which don't contain verbs. Even worse is the catalogue of spelling mistakes; not only: riffles



If you want to explore the options, click on the icons or ask ADI for help.



The bright and colourful screens may look good, but *ADI English* contains far too many spelling mistakes to be a useful learning tool.

(rifles), cracled (crackled), smugled (smuggled), Christams (Christmas), omlette (omelette); but also: ready instead of read, manoevours (manoeuvres), infinitessimal (infinitesimal), suiter (suitor), and a rabbit called Botbail! There are some others, but my favourite mistake has to be magnificient.

The second disk presents a five-part police investigation. In the first two parts the student reads evidence, such as letters, memos and advertisements, and answers questions, some of which are relevant to the case, but which are meant to teach onomatopoeia, tone, or sentence structure. From a promising start the theme isn't developed. Instead of further evidence the investigations move away to text passages with no real relevance to the case. These are all by real authors: so extra marks here.

Even more extra marks would be available if it wasn't such a safe, conservative team: Dickens, Lewis Carroll, Wordsworth, Shakespeare and DH Lawrence (no, not the sexy stuff). They're all male, all white, and all dead. I'm not going to get PC about this, I'll just say that the selection reveals a narrow approach to literature which cannot fail to be reflected in the questions ADI then asks.

This package shows how inappropriate a right/wrong approach is to teaching an arts subject, and in places *ADI English* presents a very poor example to young readers and writers.

VERDICT

"Even without the many unacceptable errors this package won't inspire a love of language."

28%

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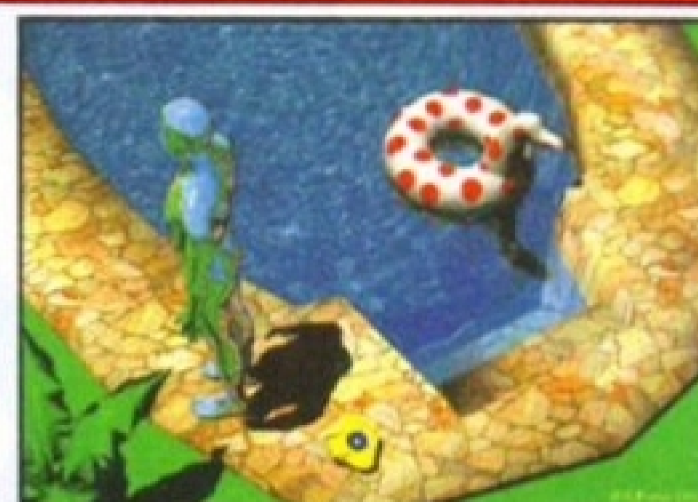
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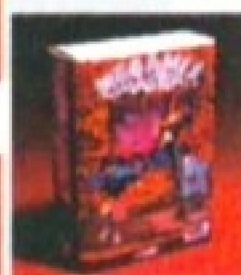
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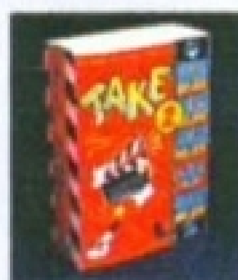
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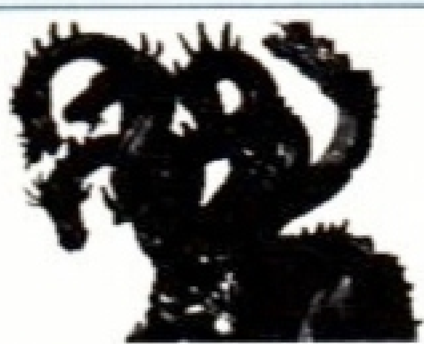
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T.I. 1993 (the best of issues 1 to 4) - £4.50

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SAMPLES - Drum Kit (2), Bass Sounds (1), Brass & Woodwind (1)
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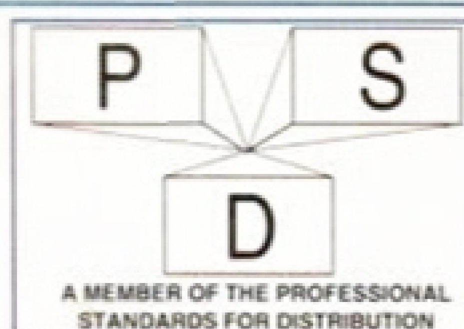
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AMIGA FOX V1 (1)
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ASTRO 22 V3.5 (1)
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Best of Issues A.C.C. 1-4
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FREECOPY V1.8 (1)
Install games etc on your HD
FRED FISH CAT (1)
Lists all Fred Fish disk
FORMS UNLIMITED (1) &
600 BUS. LETTERS (1)
Useful business programs
GOLF RECORDER (1)
Golf database
ICON PLUS (3)
Various icons and useful utils
INSCRIPT V1.1 (1)
Video titler
KICK 1.3 (1)
Run those A500 programs
KICKSTART 2 (1)
Emulates Kickstart 2 on A500
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Install many games on HD
MCAD V1.22 (1)
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SID 2 (1)
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SUPERVIEWER (1)
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Text editor/word processor
TEXT PLUS 3 (1)
Excellent text editor
V-MORPH V2.3 (1)
Morphing program
VIRUS CHECKER (1)
Latest VC V6.33 - a must

ASI GAMES

ASI 151 - Krillian Incident, Caffeine Free Diet, Zyard
ASI 152 - Klawz, Dictator 2, Big Willy and the Troll
ASI 153 - Exit 13, Beetle
ASI 154 - Wackman, Bobs Garden, Kaboom
ASI 155 - Megablock, Digger, Crazy Clock
ASI 156 - World Darts, Quacker, Karate Champ
ASI 157 - Fatal Mission, Strikes and Spares
ASI 158 - Scrabble, Tordo, UChess III
ASI 159 - Driving Maniacs, Smidge, Colour Change
ASI 160 - Bingo, Electrex

GAMES

18TH HOLE GOLF (2)
The only PD golf game around
AGATRON STAR TREK (2)
Game - a must for all trekkies
AMOS CRICKET (1)
Simple but fun cricket game
CARD SHARP (1)
Full of patience games
DITHELL IN SPACE (1)
Excellent platform game
DONKEY KONG (1)
Classic arcade game
EXIT 13 (1)
Excellent puzzle game
GAME TAMER v4.59 (1)
Latest tips and cheats
GUSH (1)
Pipemania style game
HIGH OCTANE (1)
Overhead driving game
HOLY GRAIL (1)
Classic text adventure game
PRO BINGO (1)
Excellent - Full house!
RETURN TO EARTH (1)
Space trading game
ROAD TO HELL (1)
2 meg overhead racing game
ROBOULDIX (1)
Boulderdash game
SCRABBLE (1)
Excellent board game
SKID MARKS (1)
Fast driving game
STAR BASE 13 (2)
Graphic adventure game
SUPER PACMAN (1)
Classic pacman game
SURVIVORS (1)
(Not A600) Space adventure
TETRIS PRO (1)
Classic game
TOTAL WAR (1)
Excellent Risk style board game
WIBBLY WORLD GIDDY (1)
Commercial quality platform game

EDUCATIONAL

AMIGA BEGINNER (1)
A must for all beginners
CLASSIC BOOKS - English literature ask for complete listing e.g. Shakespeare (12)
CODE MUNGUS V5.1 (1)
Highway code tutor
D PAINT TUTORIAL (1)
Excellent D Paint tutorial
JUNIOR MATHS (1)
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Learn all about other countries
WORLD WAR II (1)
Info about the Second Wolrd War

DEMOS

242 FAIRLIGHT (1)
Stunning demo
ALCATRAZ - ODDESSY (5)
(Not A1200) Amazing demo
BAIT MASKING (1)
Eric Schwartz demo
DESERT DREAMS (2)
Mega demo from Kefrens
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PINK FLOYD (6) (2 drives)
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A1200 INTROS (1)
4 great demo intros
ANDYS WB3 UTILITIES (1)
PP Show 3.0a, WBVerlauf etc.
ASSASSINS FIX DISK (1)
Get your old programs to run
BIOMECHANOID (1)
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HOI AGA DEMO 2 (1)
The very first AGA Demo
HOI DEMO 2 (1)
KLONDIKE (3)
AGA patience game
K RHODES SLIDESHOW (1)
Fantasy slideshow
MANGA SLIDESHOW (4)
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MAGIC FACTORY (2)
Excellent Star Trek slideshows
MEGABALL 3 AGA (1)
Excellent version
MIRAGE SUBLIMINAL XTC (2)
Excellent acid demo
MOTOROLA INVADERS (2)
An AGA space invaders game
NIGHTBREED VOL 1 (2)
VOL 2 (2) VOL 3 (2)
Excellent AGA pictures
POINT OF SALE (1)
Stunning AGA demo
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Useful utilities Icon Master etc
SPACEBALLS 9 FINGERS (2)
Absolutely fabulous Mega
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Excellent Ham pics
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Classic game and utilities
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Ultimate chess program (4 meg)
VIEWTEK V1.05 (1)
AGA picture/animation viewer
W.B.3 BACKGROUNDS (1)
Coloured backdrops for w.bench
WB3 HACKS (1)
Selection of fun hacks

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hints, tips & source code for assembly language programmers
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MUSIC

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MED 3.21 (1)
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MIDI CRAFT - VOL 1 (1)
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MUSIC ENGINE (1)
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OctaMED V2 (1)
Full functioning 8-channel editor
OctaMED V4 (1)
Non-save demo
OctaMED V5 (1)
Non-save demo
PROTRACKER 3.01B (1)
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X-BEAT PRO (1)
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Unless otherwise stated all advertised titles work on A500 (1 meg), A500+, A600 & A1200 machines

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Richard Baguley guides you through the world of star spotting and shows you some laugh-out-loud animations from the exciting world of Public Domain games and utilities.

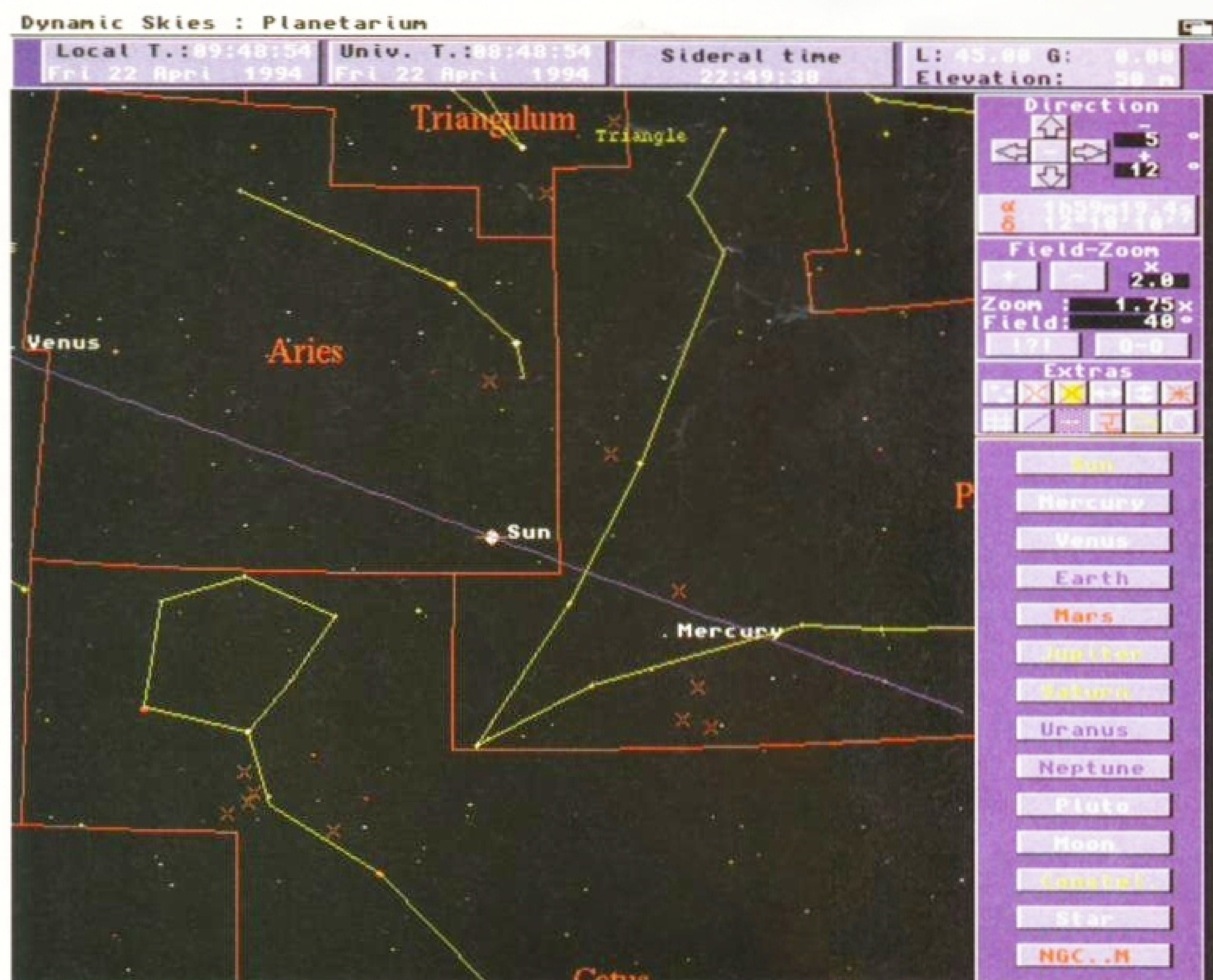


Cynostic have been slowly building up their own collection of utilities, and this is the 33rd disk in the set. It contains ***CD*^{32} *View***, a disk magazine; ***Lazybench***, a menu utility; and ***Filer***, a directory utility.

CD*^{32} *View is an electronic magazine for the CD^{32} which is nowhere near as good as the priceless organ that you are holding in your hands, but it's a good first try. Produced in AmigaGuide format, you move between articles by clicking on hotspots on the screen with your mouse.

Lazybench is a Workbench menu utility written by Werther Pirani. It enables you to add items to the Tools menu, so you can kick off any program without having to open its window. *Lazybench* is easy to use, because all you have to do is add your programs to a list and it adds them to the menu.

The final item on Cynostic's disk is ***Filer***, a very good directory utility program which bears more than a passing resemblance to *Directory Opus* and *Diskmaster*. It's Shareware, so the full version will cost you 40Dm or $30. You will also need Workbench 2 or above because the author considers version 1.3 to be obsolete. All of the usual functions are present – you can copy, rename, run and extract LHA archives, but you can't format disks on the unregistered version. An annoying requester also pops up every few minutes until you register. It's not as powerful or flexible as *Opus* or *Diskmaster*, but it's a useful program nonetheless.



So if the sun is between Aries and Pisces at the point in time that I finish writing this review of *Dynamic Skies*, are we going to have sunny spells with sporadic showers later?

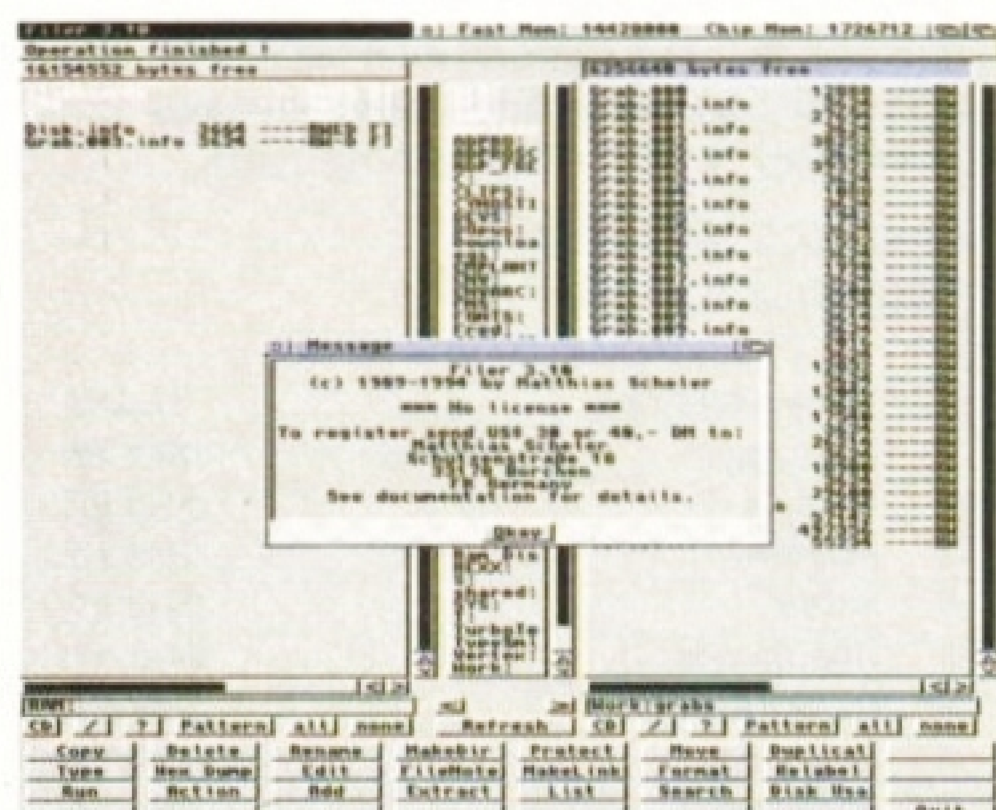
I'm not a great fan of platform games, but ***Morton Strikes Back*** (by Confused Pelican Software) could change my opinion. The storyline is simple: guide Morton – a funny-looking blob with legs – through 60 levels (full version) of platform-filled fun, with evil beasts blocking your path.

Morton seems to have left his megadeath laser at home, so you can only get rid of the baddies by jumping on them. Along the way, you have to gather together the stray penguins and guide them towards the exit. Why penguins? Your guess is as good as mine.

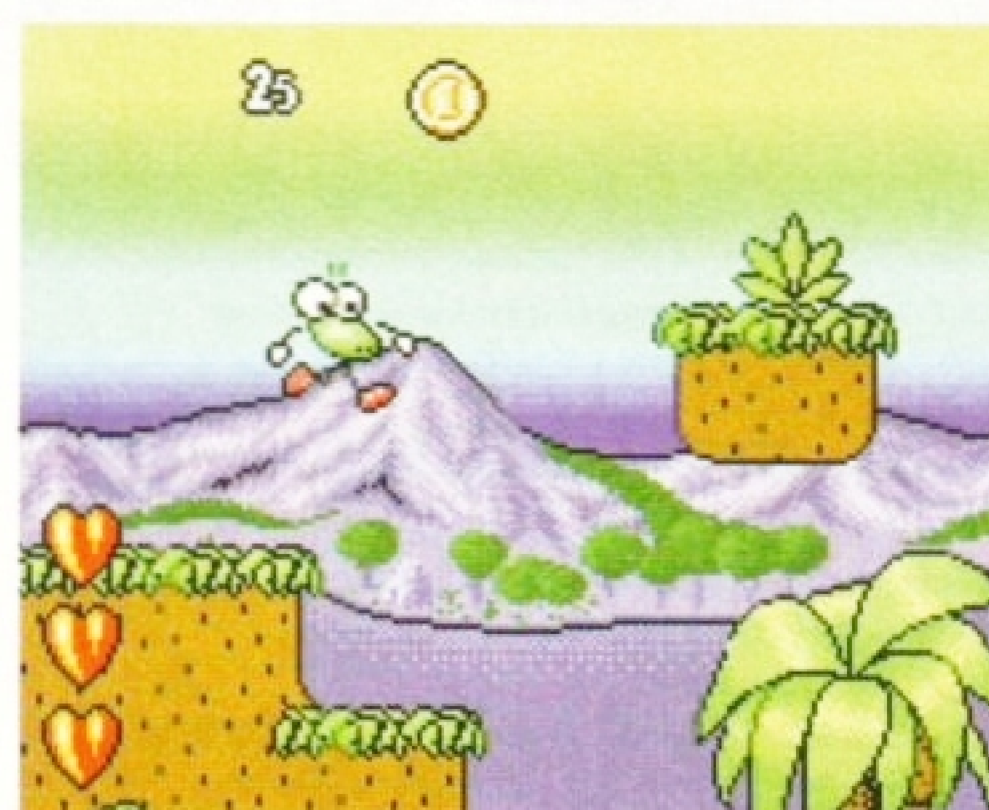
This game is certainly well programmed, with smooth scrolling and colourful backdrops. The collision detection is accurate and the graphics are imaginative. It also has some creative touches which really enhance the game, such as the way that Morton teeters on the edge of a platform. The score for jumping on a bad guy is doubled if you keep bouncing and squashing, and there are the usual bonuses which give extra points and power-ups. The only down side to the game is the way you can jump off the top of the screen. It's not likely to challenge *Zool*, but *Morton Strikes Back* is well worth the asking price of £5 for the full version. It's available from Express PD.

Moving on swiftly from these platform japes, we get to ***MAXsBBS*** software (Cynostic, U2089). Many people think about starting their own BBS, but don't know where to begin. This disk is a good place, because it not only contains a demo version

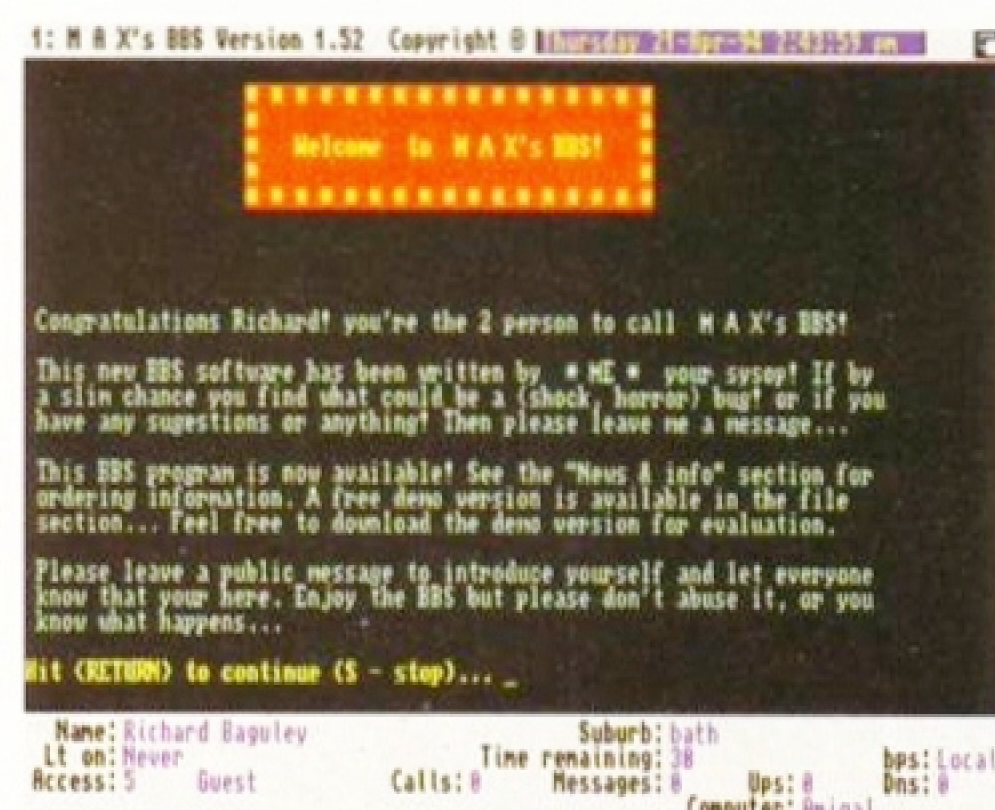
Continued overleaf ☛



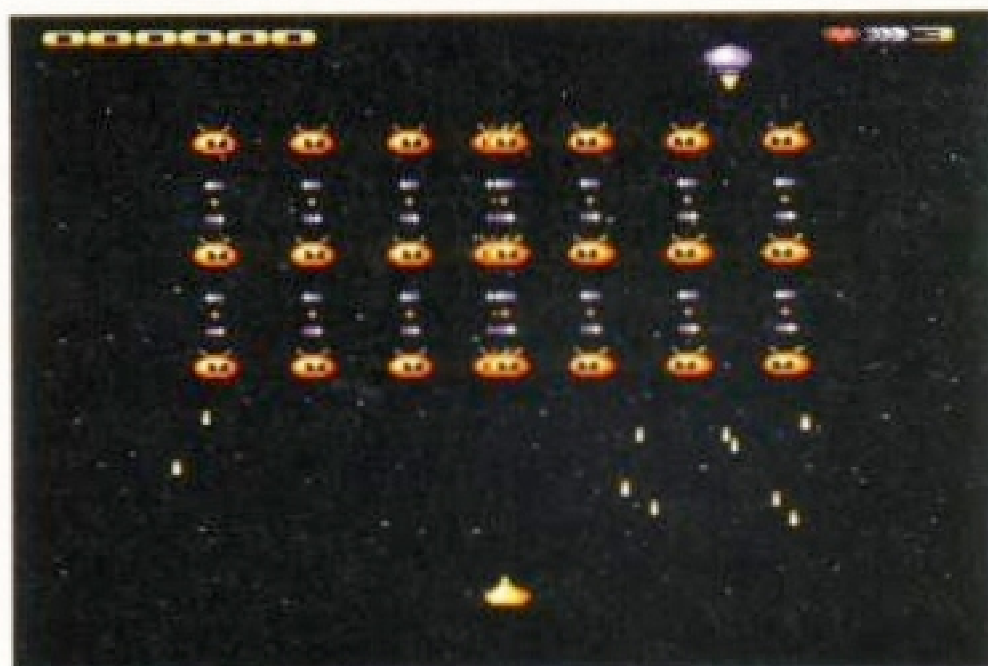
Filer **is a useful directory utility program similar to *Diskmaster* and *Directory Opus*.**



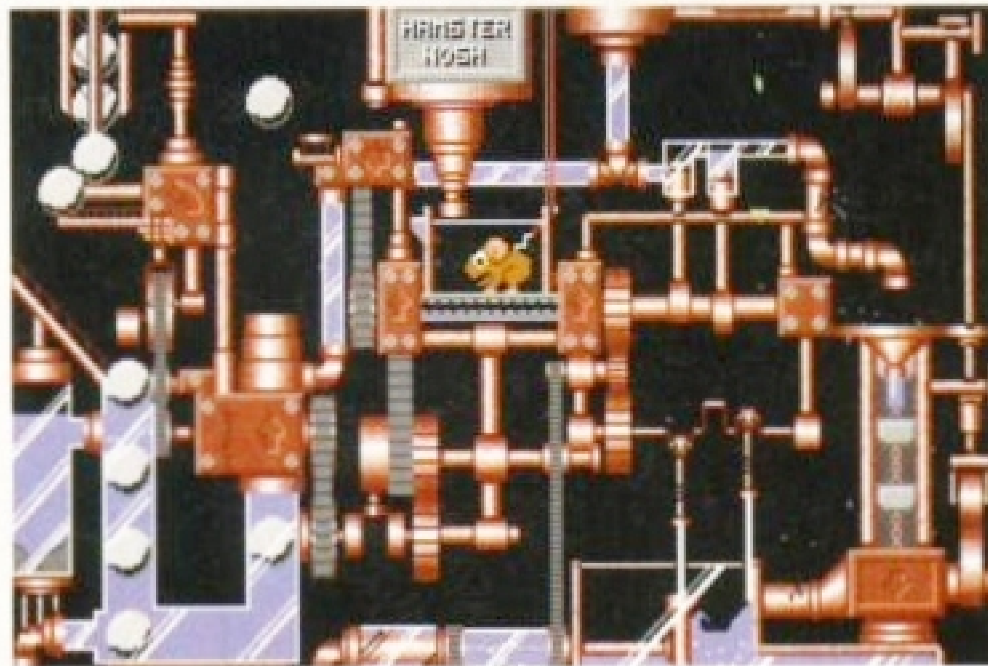
It's not as playable as *James Pond*, but *Morton Strikes Back* is one of the best cheap platformers I've seen.



Fancy your own BBS? Try before you buy with *MAXsBBS* software, which can be run straight from the disk.



Why can't we live together with these *Onslaught* aliens in an atmosphere of peace and co-operation?



The animators say no gerbils or hamsters were harmed in the creation of this machine. Do you believe them?

of the BBS software, but also includes all the configuration files to get it running. Set up one assign and you can run it straight from the disk. Because all the files are included, you can see exactly what you will have to do to set up your own BBS.

MAXsBBS not the most powerful BBS software, but all of the basics are there. The program can handle Fidonet mail, and is very configurable. You can set up your own message and file areas, as well as your own menus, so you can make your BBS completely different from the included example.

I've always liked looking out at the night skies and wondering what's out there. Now, with ***Dynamic Skies*** (Virus Free V1265), I can peruse the firmament without having to leave my desk or wait for the sun to go down. It's an astronomy program, similar to the commercial program *Distant Skies* (reviewed in *AF59*), in that it enables you to skulk around the night sky to see what's up there.

There's no more of that endless wondering which star is which, because everything is labelled, and you can easily see the constellations. You can even click on any star and find out about its size, luminosity, and so on. The database that comes with the program contains information on over 5,000 stellar objects, including stars, galaxies, nebula and other interstellar blobs.

Dynamic Skies takes this information and plots the sky as it appears to you at any time of the day or night. You can set the longitude and latitude to view from any part of the globe, and you can set the time (the program initially picks up the time from the clock), and create an animation over a predefined period, so you can see how the planets move. There are a variety of more mathematical operations such as calculating the declination of a planet or distance between two planets, or calculating the phases of the moon and planets.

The program is not completely stable and crashed my Amiga a couple of times when I was changing the latitude and creating an animation. It's not as easy to use or as flexible as *Distant Skies*, but it is a lot cheaper.

Onwards, onwards, ever onwards, into... yes, another inspired-by-*Space-Invaders*-game. This one is ***Onslaught*** (Virus Free PD), and it's written by Carl Moss. It's fast and furious, as the screen fills with aliens trying to blast you into oblivion. Each wave of aliens behaves in a different way, so some zoom around the screen while others bounce around in groups. Between the levels you navigate your way through a meteor storm where the slightest touch will destroy your ships, so watch out.

Onslaught is polished, but it is pretty difficult. I didn't get further than the fourth wave (without cheating), but if you feel a need for some anti-alien violence, get your hands on this game. You need 1Mb of Chip RAM to run *Onslaught*.

Moving on to things of a more musical bent, we discover ***Assassins Audio Magic Volume 6*** (Roberta Smith, MUS709). This contains a selection of audio tools, including *FMSynth* (see PD Update, *AF55*); *PlayIt* , a good module player; and *MPlay*, a CD-player lookalike module player. Also included are *SoundEffect*, a sample processor which can add effects such as echo or chorus to your samples; *DSound*, a utility for playing samples off a hard disk, which means you can play long samples without having masses of memory; and *Quadra Composer*, a *SoundTracker*-type music program.

A couple of modules are also included on the disk, so you can load and chop them around to see how it's done. Overall, it's a useful collection.

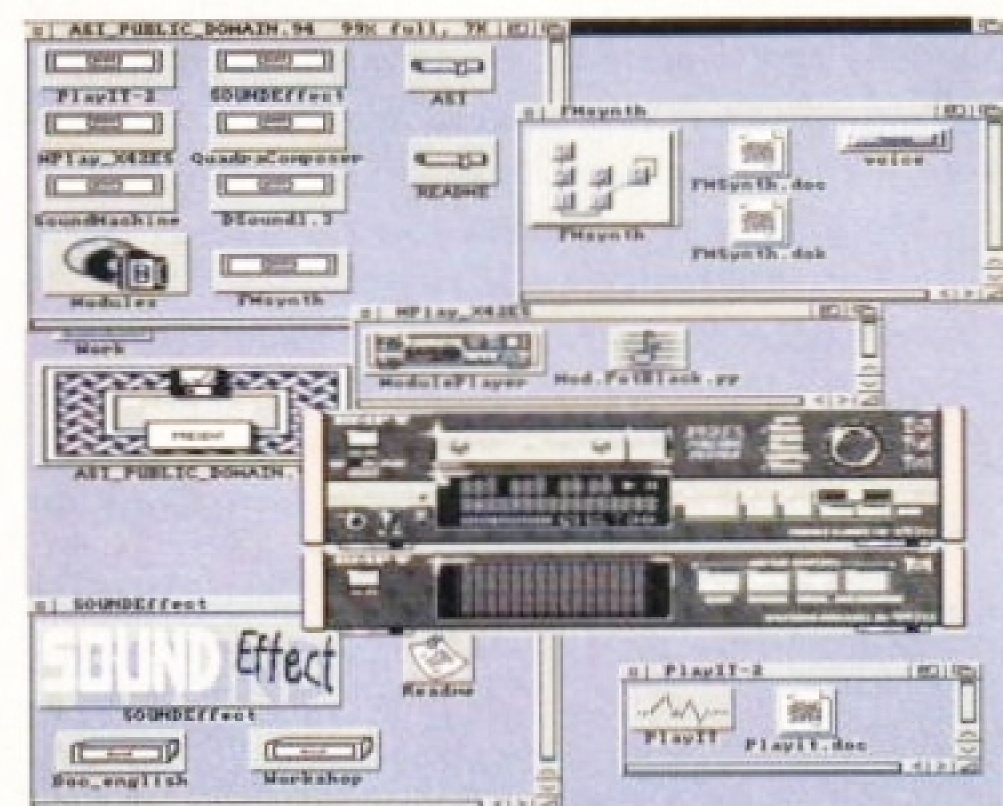
If you've ever looked with envy at demos such as *Nine Fingers* or *State Of The Art*, you may want to check out ***VideoTracker*** (17 Bit, disk 3048). In many ways it is similar to *Demo Maniac*, a demo version of which is on this month's Coverdisk B. It enables you to load in a standard *SoundTracker* music module and add graphics, animations and other effects. Once you've added your graphics and effects, you can save them out as a standalone executable file (called a vidule) to give to your friends, or distribute it in the Public Domain.

Image manipulation tools are included, so you can spin images, colour cycle them or play animations. However, the real strength of this program lies in the way the effects modules are handled. These are separate programs, so you can load new ones as they are released, or even write your own. When you save out a vidule, they are included into the program. An additional disk, *The Video Tracker Developers' Kit*, contains source code for effects and guidelines for programming your own effects.

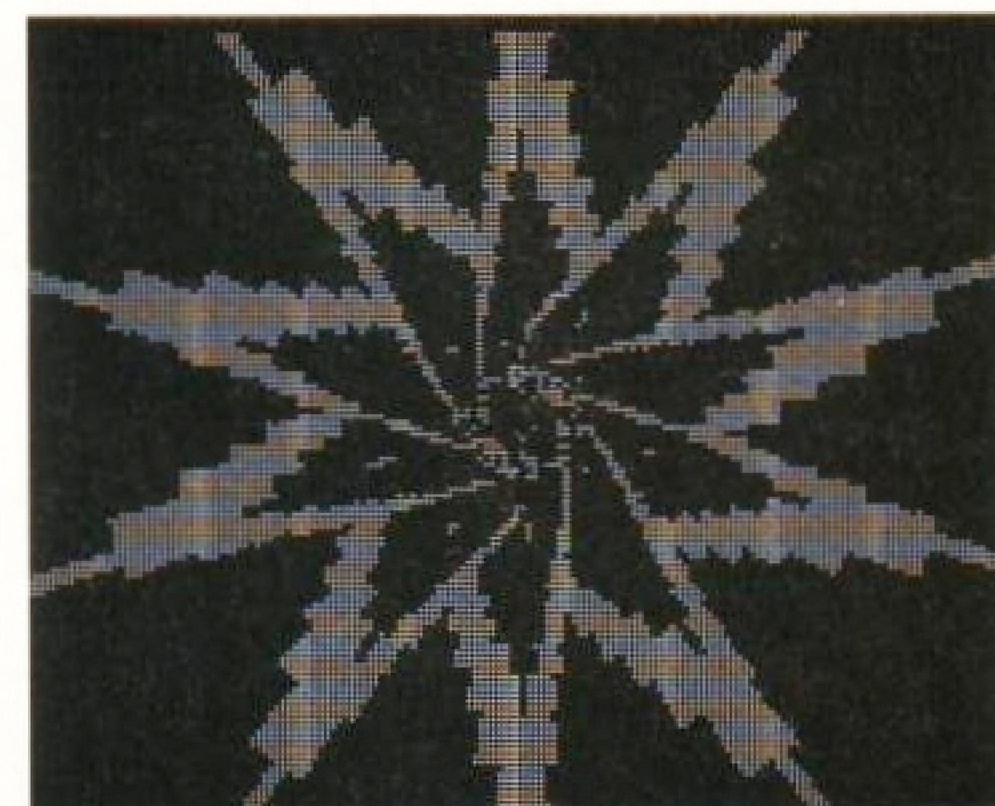
We've mentioned the ***Welcome To The Machine*** (17 Bit, disk 2782) animations before, but they are so amusing we had to write about them again just in case you missed them last time. The disk has three animations by Simon Hanrahan, aka Poob. *Crazy Contraption* is a surreal looking machine of no apparent purpose; *Gerbil Feeder* is a device designed to keep your gerbil fed while you're on holiday; and *Bath Time At The Castle* is an innovative heating system the heart of which is a helpful dragon. All the animations are short, but they loop, so you can follow the progress of the parts of the machines. Highly recommended.

● When we reviewed the *Unpleasant Ways To Die* animations disk in last month's PD Special, we believed it to be original material. However, we now know the images were copied from a book of the same name by Elan Fleisher (New English Library, £3.99, ISBN 0-450-53627-0). PD companies take note: without permission from the original creators, disks like this are a breach of copyright.

● The PD company featured in the Top 10 titles box on last month's PD Update, page 138, was Your Choice Software (061-881 8994) in Manchester, not Choice Software as stated.



Fancy a CD player on your desktop but can't afford one? Why not try *Mplay* instead?



No this isn't a Spirograph creation – you need *VideoTracker* to create patterns like this.

WHERE TO GET THE DISKS IN THIS ISSUE

EXPRESS PD, Magazine Business Centre, 11 Newarke St, Leicester LE1 5SS.

VIRUS FREE PD, 31 Faringdon Road, Swindon, Wiltshire. Tel: 0793 432176.

ROBERTA SMITH PD, 190 Falloden Way, Hampstead Garden Suburb, London NW11 6JE.

17 BIT SOFTWARE, 1st Floor offices, 2/8 Market St, Wakefield, West Yorkshire WF1 1DH. Tel: 0924 366982.

CYNOSTIC PD, Office 01, New Enterprise Centre, Little Heath Industrial Est, Old Church Road, Coventry CV6 7NB. Tel: 0203 681687.

TOP 10 GAMES AND UTILITIES

This month instead of the usual top 10 PD disks, font specialists Selectafont have supplied a top 10 of their best-selling fonts.

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1	Davy's Ribbons	Disk 9
2	Postcrypt	Disk 29
3	Wedgie	Disk 58
4	Starburst	Disk 35
5	Salter	Disk 31
6	Headhunter	Disk 17
7	Blockbuster	Disk 67
8	Powerliner	Disk 50
9	Shrapnel	Disk 33
10	Cracking fire	Disk 42

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+3059 PARADROID 64
Superb classic conversion!
+3050 TOADO
Frogger Clone 3 level demo
+3047 HIGH OCTANE
Like overdrive! Overhead Race
+3044 SPACE INVASION II
CLASSIC Space Invaders
+3042 A DAY AT THE RACES
Horse Racing Management
+3041 FORTRESS
Great Playable demo of this excellent shareware game!
+3039 ROBS HOT GAMES #1
Compiled by our very own Rob,This disk offers 5 great games
+3035 GALAGA DELUXE
Souped up Galaga 92!
+3032 GALAXY BLAST
4 way scrolling shoot em up
+3030 PROJECT BUZZBAR
Remember Critical mass!?
+3028 NOSTALGIUM
Excellent Uridium Style Shootem
+3019 SILVERBLADE
Helicopter Shoot em up
+3005 TOYBOX
Bombclear & Killer Tomatoes!?
+3003 RAISE THE TITANIC
Nice 3D game like Mercenary
+3002 GAMES GALORE 13
The latest AGA OK game comp
+3001 GAMES GALORE 12
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+3000 GAMES GALORE 11
More AGA comp stuff
+2996 TASKFORCE

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"In Sickness & In Health" 3Mb
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"Xmas" 2Mb
+2970 (ABCD) CHARLEY CAT
"Dandruff Duo" 3.5Mb
+2974 (ABC) G.I. SPY
Great 3 Megabyte animation
+2940 MR HORNY ANIMATION
Great adult(ish) animation!
+2927 (ABCD) CHARLEY CAT 4
"MOUSTERMIND" 3.5Mb
+2925 (ABC) CHARLEY CAT 3
"How to Catch a Canary" 3.5Mb
+2923 (AB) CHARLEY CAT 6
"Charlies at the Flix!"
+2922 (AB) CHARLEY CAT 2
"Down at the sea!"
+2872 (ABCD) MEAN MACHINE
Great AD for Commodores CD32 by Craig Collins! 3.5Mb needed!

UTILITY DISKS
+3084 DD> HD MODIFICATION
How to Convert Power Drive to read DD's as HD disks
+3083 CD32> CDTV PATCHES
Run CD32 games on CDTV, when parnetted to A1200
+3081 CHEQUE MATE
Simple Cheque Book Manager
+3072 (AB) A64 Em V3.0
Upgraded C64 Emulator
+3071 CD-READER
Easy to use parnet clone!
+3069 STEREOSCOPE
Shareware Stereograph Creator
+3065 X-PASSWORD
Hard drive password util
+3063 COLOUR SWAP
Swap picture/palette colours
+3062 TELETITLE 2 LORES
Now merged with TeleScroll 1
+3058 VARK CLI UTILS 4
Compilation of C.L.I. utils
+3054 ASI MULTIVISION AGA
GFX utils for AGA machines
+3053 CITIZEN PRINTER MNGR
Hot utils for your Citizen Printer
+3054 ASI FIX DISK II
Loads more compatibility utils
+3051 ACCOUNT MASTER 2.21
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+3052 EAGLEPLAYER
Superb 700K Module Player!
+3048 VIDEOTRACKER
Make your own Hot Rave Demos
+3040 ROBS HOT STASH #1
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+3023 TELESCROLL V2.0
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Mega Game Cheat Compendium
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More hot MED Users Tips!

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+3056 WICKED SPEECH SMPL
Collection of Vocal Samples
+3034 F1 SOURCE
Loads of Amos source code!
+3024 PSYCH IMAGINE OBS

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Some nice Amiga toons
+3074 FRIENDS OF PAULA 2
Even more F.O.P. Mods!
+3073 FRIENDS OF PAULA 1
4 More Great F.O.P.Modules
+3070 FRIENDS OF PAULA 5
More Musak for Paula Fans
+3066 INFINITY
Very nice Plazma Cycle demo
+3061 (AB) SEVEN SEAS S/S
Superb Gothic fantasy slides
+3055 DEVOLUTION SLIDES 2
Excellent Raytraced Artwork
+3033 BIOMECHANOID
Well Ambient 600K music mod!
+3031 HIRED GUNS MUSIC
Possibly the best ever Musak!
+3029 (AB) THE MIDNIGHT HR
Original music composition
+3027 3D STEREOGRAM PICS
HAM Stereograms to Boggle!
+3006 SONGS FROM T'GUIDE
Rob Baxter presents........
+2973 NEURAL ASSAULT
Excellent Dance Demo by Rage
+2968 ARTE DEMO BY SANITY
Very nice, alternative demo
+2965 NEOPLASIA - PHOBIA
Great musik disk, not usual stuff
+2960 ZONE WARRIOR
Another nice music presentation
+2950 RINK A DINK (NOT AGA)
Superb new melon demo!
+2948 DREAM TRIPPIN
Digitals latest demo production
+2941 SUBTLE SHADES
Great demo by Nuance
+2919 (AB) SPACEBALLS!
9 Fingers Demo. If you liked State of the Art, you'll die! SERIOUSLY GOOD!

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+3017 ILLUSIONS
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+2984 A-Z PAINT
Great paint prog for young kids
+2967 SMARTY PAINTS
Serious Art for Kids, preview ver
+2966 KIDS DISK 3
Shareware DTP for kids
_2926 (AB) TOME OF MYTHS
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+2920 ASI BACK TO SCHOOL 3
Even more educational progs!
X2916 (AB) TUTANKHAMUN
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+2909 FRENCH VERBTESTER
Err, Test French verbs!
+2886 AZ SPELL V2.02
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Groovy AGA Ostrich demo!
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2 disk AGA extravaganza!
X3016 FAIRLIGHT FULL MOON
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X3015 NOXIOUS:
Demo titled "Beyond Belief"
X3014 (ABC) INNESTATION
Present Ray World. Excellent
X2934 VOLCANO AGA
Colours bobs sounds, it's all here!
X2933 (AB) COMPLEX "ORIGIN"
One of the best AGA demos yet!
X2932 SMELLS LIKE CHANEL 5
Excellent production from ARISE
X2930 XANADU - EXPLICIT II
Another worthy AGA presentation
X2929 ABSTRAX PIG BY VIVID
Weird Name, nice demo
X2918 EMPTY HEAD AGA
Good AGA based demo
X2891 TROJAN AGA
Texhno Trax II

AGA SLIDESHOWS
X3076 (AB) BODYSHOP 7
More AGA Glamour girlies
X3075 (AB) BODYSHOP 6
Well popular AGA Glamour pics
X3060 (AB) NIGHTBREED #3
More top quality AGA pics
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X2977 M.C. ESCHER SLIDES
S.Show of mind bending images!
X2959 JPM'S AGA PICS #5
X2958 JPM'S AGA PICS #4
X2957 JPM'S AGA PICS #3
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More lovelies in 256 colours!
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Yet more pouting girlies

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COMPATIBLE?

All the disks listed are compatible with all the Amigas, unless otherwise stated. The minimum memory for any Amiga is deemed to be ONE megabyte. Disks are not checked for compatibility with any less. There are three types of Amiga at present, and for the purpose of this advert they are - "500" means any A500, A1000, A2000 or any old A1500 with workbench 1. "600" means any A600, A500+, A1500, A3000. "1200" means any A1200 or A4000. If you are in doubt when you order, simply state your Amiga and you will not be charged for any disks which will not work on your system.

TOP GAMES

- 27 ASSASSINS 100
"BLOAD RUNNER" a good game "PATIENCE" the old card game "MONACO" an excellent version of a classic old arcade racer.
- 421 ASSASSINS 70
"TETRIS PRO" probably the best Tetris game around for the Amiga "WANGLE" strange game "TETRIS DIGITAL" a two player game.
- 740 ASSASSINS 122
"BOULDERDASH COLLECTION" a good set of Boulderdash games "PROJECT BUZZBAR" a very good addictive shooter - asteroids style "XENON 3" well almost anyway
- 852 ASSASSINS 51
"LAMERS" a shooter of sorts "FIGHTING WARRIORS" a very good playable "SF2" rip off "SHAPES" a Tetris game
- 1043 TOTAL WAR
A brilliantly addictive computer version of the Risk board game. Up to six people can play each other or the computer opponents
- 1046 ASSASSINS 64
"OBLIVION" probably the best Defender type game on the Amiga "BREAKOUT CONSTRUCTION KIT" make your own games "DRIVE WARS" a SEUCK game
- 1382 FRUSTRATION (not 1200)
A very good text adventure with lovely flowing descriptions
- 1789 LCD DREAMS
Four old LCD games re-vamped and Amiga-ised. Very nostalgic and unbelievably playable.
- 1804 ASSASSINS 102
"FRUIT SALAD" a lovely puzzling platform game oozing playability "REBOUND" a preety good Pong "PAC SIM" an OK Pacman game
- 1815 ASSASSINS 76
"GNU CHESS" an excellent against the clock chess game with a very clearly defined board and pieces "CUBUS" a very tough challenging 3D Tetris game. Professional stuff
- 2243 ASSASSINS 1
"TANX" very funny tank combat "ROLLERPEDE" a good little blast "AMIGOIDS" the best Asteroids? "CAVERUNNER" a Boulderdash "AVATRIS" THREE player Tetris
- 2692 GP MANAGER 93
A very technical and detailed management game
- 2755 ASSASSINS 74
"CRAZY PIPE 2" a brilliant Pipe Mania type game, very addictive "BOMB JACKY" very playable "CHUTE" two player parachute fun
- 2759 ASSASSINS 79
"GRAV ATTACK" nerve racking "VEKTOR STORM" a fantastic arcade blast, full of action "ATOMS" a good multi-player
- 27 96 ASSASSINS 16
"PACMAN" great version for kids "WASTELANDS" good 3D game "DELEMMA" excellent puzzler!

SERIOUS

- 9 CATALOGUE 3
This is a fully working demo version of a very nice and easy to use database program.
- 45 NCOMM 3 (not 500)
This has got to be the best modem communications program around. So if you've got a modem then get this and get talking to other users.
- 442 POOLS TOOLS 2
A lovely little program that's designed to help you play the Pools.
- 1027 CREATE ADVENTURES
A pretty good little adventure game creating program. Easy-ish to use
- 1042 EASYCALC
Without doubt this is the best spread sheet program for the Amiga. It's certainly the most simple and user *friendly* one.
- 1272 OCTAMED V2
An excellent music sequencer which also allows you to use eight channels at the same time!
- 1344 MUSIC MANIA
A brilliant collection of music sequencers and players. It includes Protacker, Soundtracker and MED
- 1464 TEXT ENGINE V4.1
It must be the best text editor/word processor around. It's easy to use and is packed with features
- 1811 THE MONEY PROGRAM
A very friendly and useful money management program. It really can help to keep track of your spending.
- 2120 ASTRO 22
An astrologer's dream. This program will tell you the position of the planets on any given day, at any specified time.
- 2450 AMIBASE
A very good, and quite powerful database program. Ideal for keeping club records and the like.
- 2657 ELECTRO CAD 1.4
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PD Demo Zone

PD demos come in all shapes, sizes and subjects, from sexuality to space, and torture to tunnels. Steve Bradley takes his monthly trip to demo city gaining yet another crucial learning experience.

When did the word 'zone' become so popular? Zones are everywhere these days. Like cones. Cone zones: on a motorway near you. Anyway, this is Demo Zone and not a hold-up in sight, so without much ado about nothing further, enter Talent whose offering goes by the name of ***QED 2*** (AGA, Cynostic D0272).



Talent's leader is being tortured to make him spill the beans on their forthcoming releases in *QED 2*.



Brainstate In A Box's veritable fusion of colour is enough to send the brain into a state of madness.

Brief plot scenario: leader of Talent kidnapped. Why? Good question. All right, they want to know about Talent's forthcoming demos and, er, that's it. Scenes of astronaut-type folk struggling manfully in their chairs abound before we're asked the eternal question: 'Are you tired of plot tunnels?' Yes we are.

It's been around for a while, but now that Kurt's shuffled off, it's time for the review. However, ***Smells Like Chanel No 5*** (AGA, Cynostic D0254) has nothing to do with Nirvana. And perfume doesn't figure too highly either. Never mind, eh? Unfortunately, it's a rather tired mix of effects and a dull synth track. Uninspiring.

How the beat thumps on the ***Trip To Deep Base*** (Telescan). The track is quite hardcore and many of the visuals are original – the creative use of white space (blank screens) works well at times. For fans of the genre, it's worthy of a glance.

Paul Weller once suggested: 'You don't have to just sit back and relax'. But ***To See The Aura*** (Yorvik PD ED0003) you do. As departures from the mainstream demo scene go, this is on a slow boat to Hong Kong. And as befitting such a title there is no sound, simply instructions to feel the human aura. Anyway, it's all about tingling sensations so if you fancy a bit of ESP, change your name to Yuri. This totally text-based demo may not tingle many and my brief experiments proved fruitless. But you never know.

Brainstate In A Box (AGA, Freestyle PD) has no such extra-sensory perceptive aims. Brightly coloured fractal landscapes flow to a JM Jarre-ian blip beat and yes, I can definitely feel something. Damn, hot tea down my trousers! Although it's rather samey throughout, the team (well, me) quite happily enjoyed repeated sittings post-lunchtime pinball.

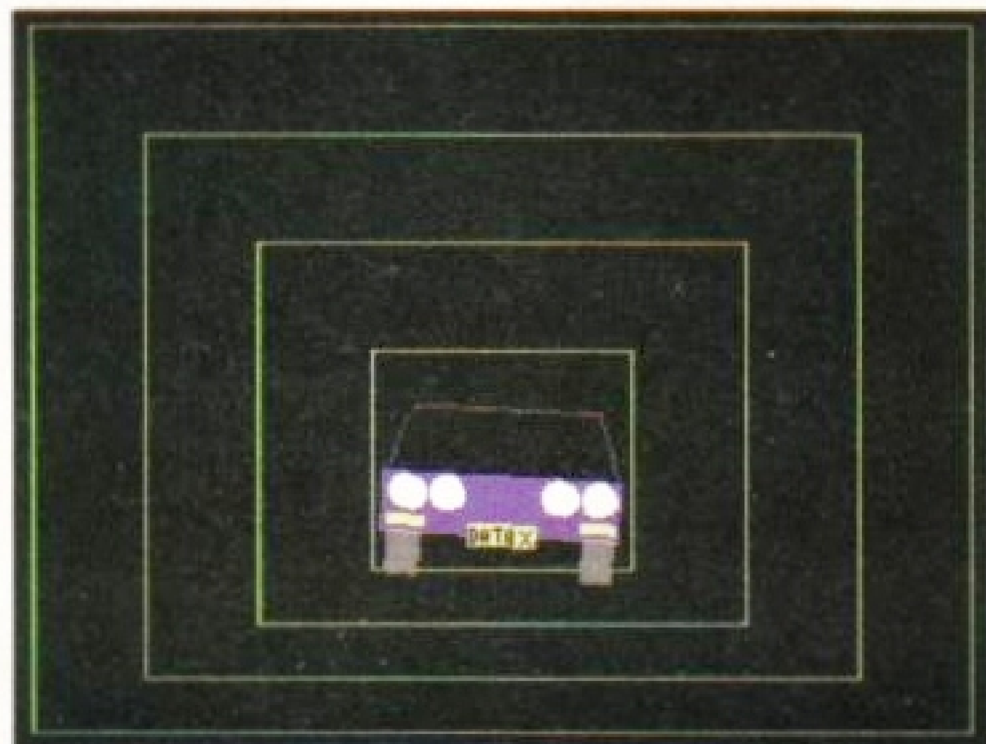
Imagine a Seventies Spangle sweets typefaced-screen and a looping track of the fantabulous former number one single *Doop*, and you've got a demo called ***Doop*** (Choice Software M138).

Sequential (AGA, Cynostic D0268) is not a word one would use to describe many demos. Nor this. Bubbles, funky bass, zebra crossing roller-coasters, naked woman (obligatory drawn version, stood in coy position), magnets and cubes. Put that lot in sequence. Visually it's rather good, although the track is dreadful.

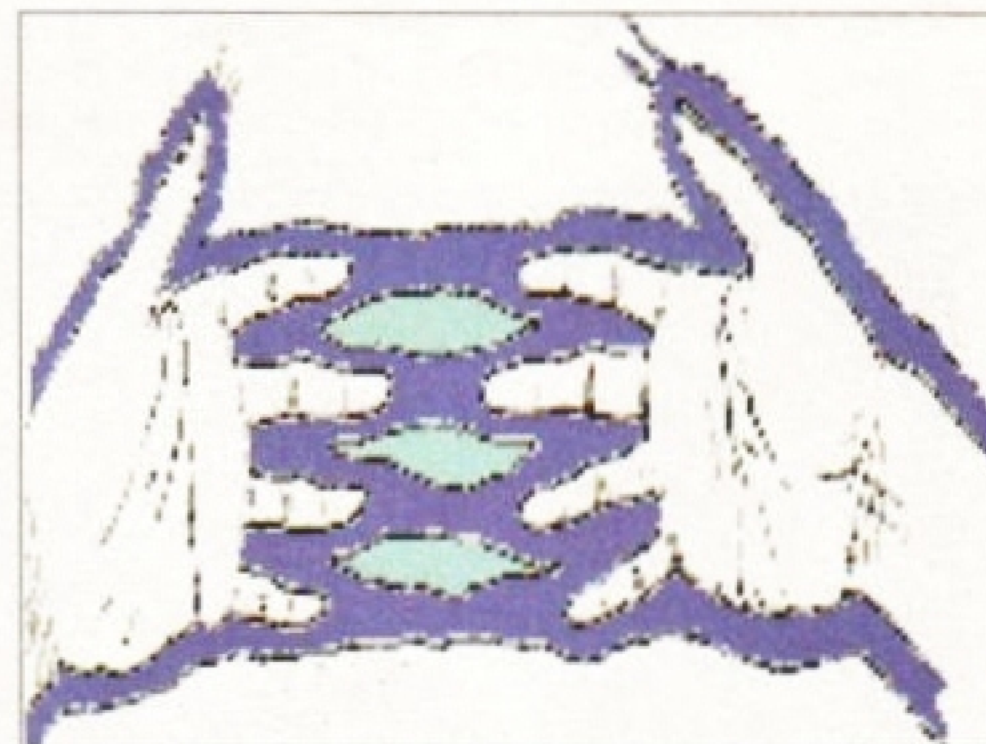
On a lighter note, well, airborne in fact, comes ***Flying Lessons*** (17 Bit 3026). Reminiscent of the splendid cartoon *Rhubarb*, our hero (masquerading as a blue blob) attempts to fly, beneath the paternal gaze of a shade-wearing sun. It's simple, silent and vaguely amusing.



Life is one long tunnel in *Smells Like Chanel No. 5*. Sadly, some folk don't make it through to the other side.



Whether this stylish blue motor ever makes the *Trip To Deep Base*, we are not told.



Put your palms close together and feel the heat in the unusual offering *To See The Aura*.



Friday At Eight: funny, a lot of folk in pubs look like this come Friday at eight o'clock.



Artist Mark Platts produces some decent fare for all you Amiga-owning Trekkies with *Holdeck* three and four.



Forgive me, but if this *We Shave Ass* vignette isn't ET in a cube then my name isn't Richard Baguley.

Wahey. Fractal landscapes and loud guitar riff announce the arrival of ***We Shave Ass*** (Telescan). Not that it's a literal description of the content, for scenes depicting mule-shaving in demos were banned by the Save Our Ass Society in Brussels only last week. Add a texture-mapped globe and a dotscape and you've got one happy donkey.

Amigo's Ultimate Dance Mix '93 (Cynostic S0221) is horses for courses, however. Various pop tunes are present (*It's My Life* and the one where the woman implores: 'Everybody dance now!') but as Peter O'Sullevan would say, it falls at the first hurdle. Aficionados only.

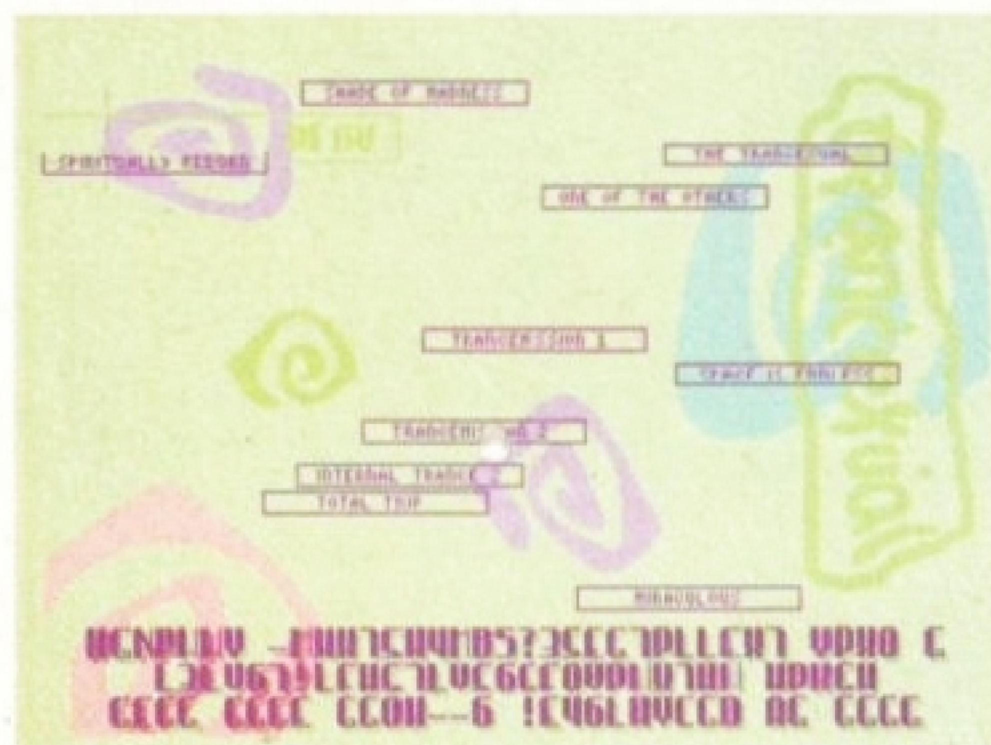
Suspicion is immediately aroused when the opening screen says: 'Loading a Feeble Production'. Fortunately, this demo from Anathema is called ***A Feeble Time*** (Cynostic D0266) and as it happens, it's not half bad, particularly the ray-traced tunnels. The track is dull and there is the odd unnecessary innuendo thrown in. Shame.

Odd title, odd demo. ***Trancexual*** (Cynostic D0594) has a simple, repetitive, track similar in parts to *Waiting For A Train* by Flash And The Pan (what?). On screen are a number of boxed meaningful observations such as 'Space is endless' and 'Spiritually reborn'. Yes, well... the best thing is, you can grab them with the mouse and chuck them all over the screen making pretty patterns in the process. Far out.

The final frontier is far out – in space somewhere. And Trekkies will be pleased to note the release of ***Holodeck*** versions three and four (Cynostic). It's more of the same really – HAM slides of *Star Trek* spaceships although there are a few drawings of the crew. The quality is pretty good and if you liked the others, you will no doubt enjoy these.

It's one of the best times of the week and the title of a really frantic demo. ***Friday At Eight*** (Yorvik PD) opens with a stonking beat before lapsing into a kind of Seventies funk with itchy and scratchy guitar. Add a few cubes, tunnels and flashing catchy comments and you've got a demo well worth watching. Not at eight o'clock on Friday night, though.

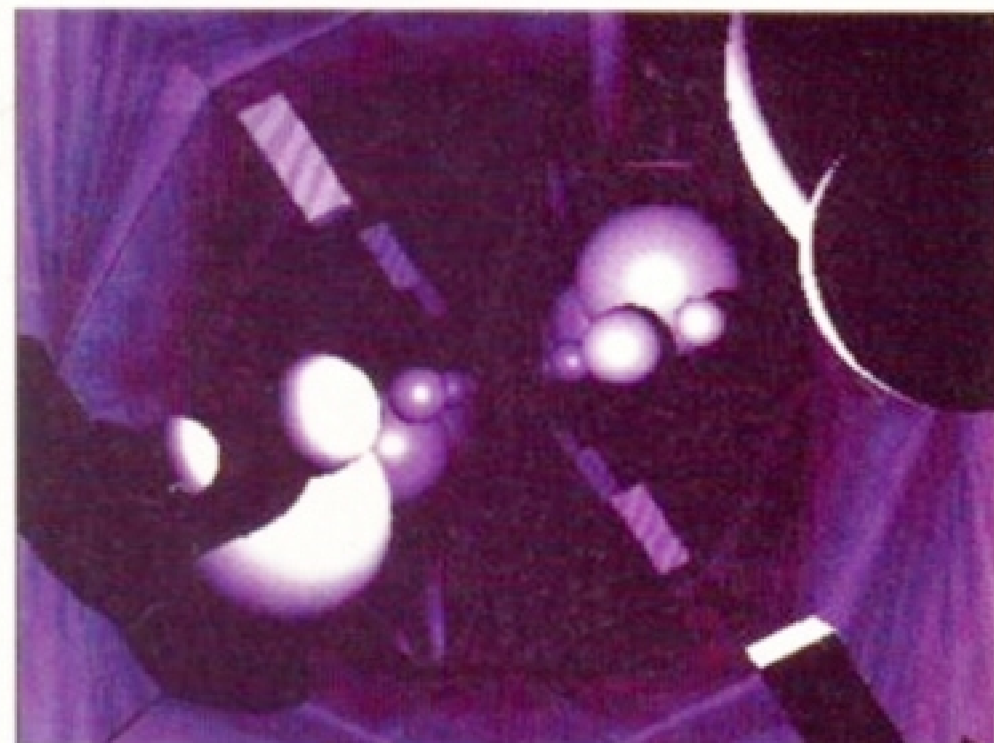
As pop tunes go, this Bjork's ***Big Time Sensuality*** is one of the finest, and now it has spawned a demo of the same name (AGA, Cynostic D0244). Fractal landscapes abound and the title screen and AGA plasma are particularly fab. The sound drops off for a second in a couple of places but it's mostly enjoyable fare.



Once you get all the boxes moving, it looks like the main arena at the Edinburgh Military Tattoo.



Big Time Sensuality treats your senses to both a fabulous tune and a visual feast.



The unfortunately named *A Feeble Time* is blessed with some tremendous ray-traced tunnels.

TOP 10 DEMOS

Every month, we peruse the best-seller lists of a prominent PD company. This month, it's the turn of:

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1. Big Time Sensuality AGA
2. Sublime 2 AGA
3. Rampage
4. Jugette 3 – Balls of wrath
5. Boggledop
6. Subliminal XTC AGA
7. Nine Fingers
8. Magic Factory AGA
9. Arte
10. Bodyshop 7

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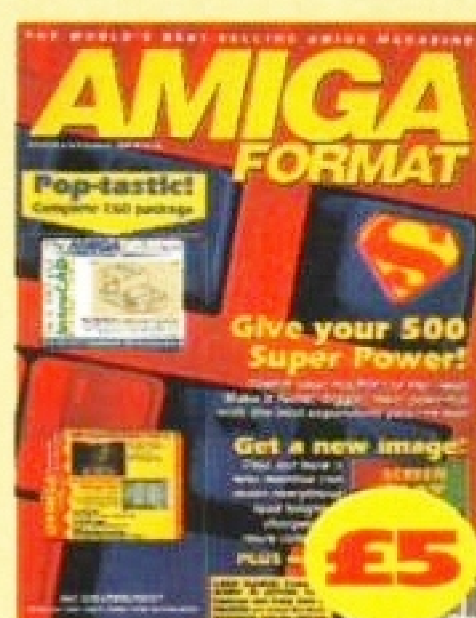
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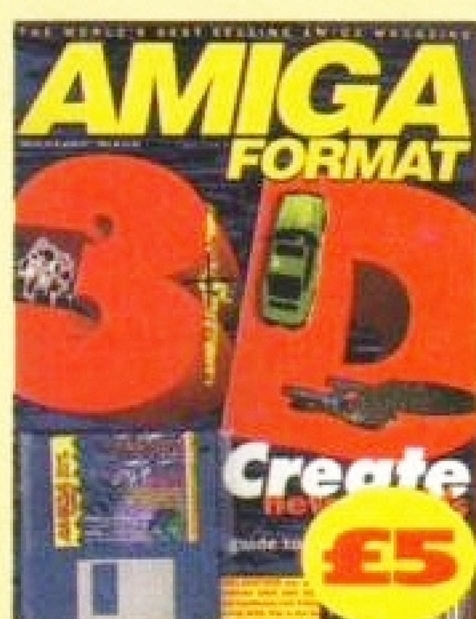
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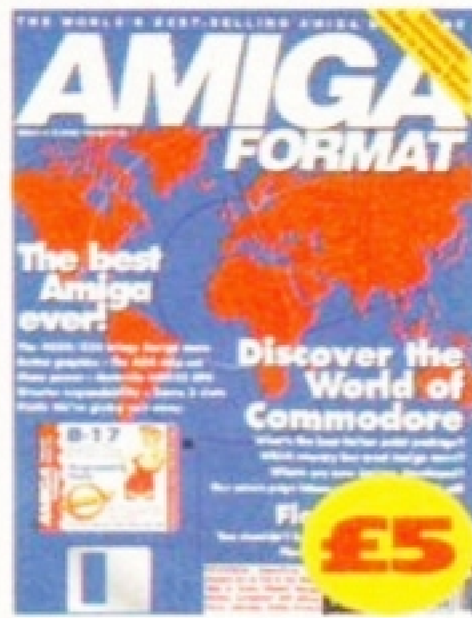
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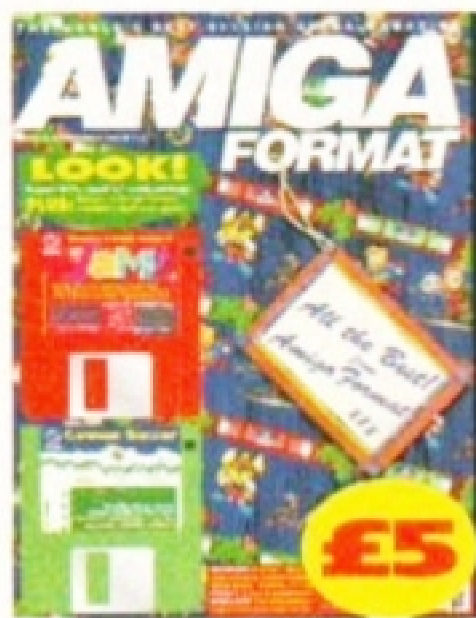
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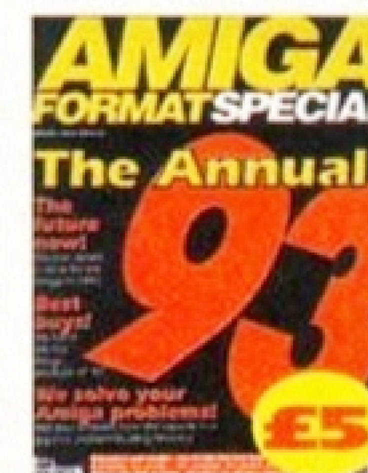
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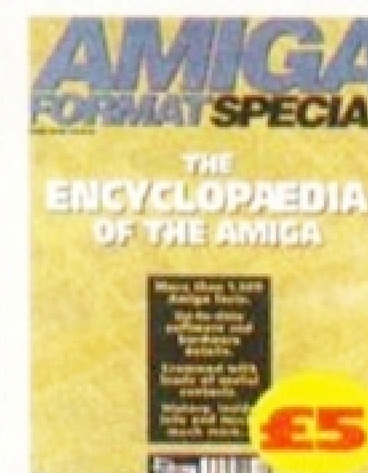
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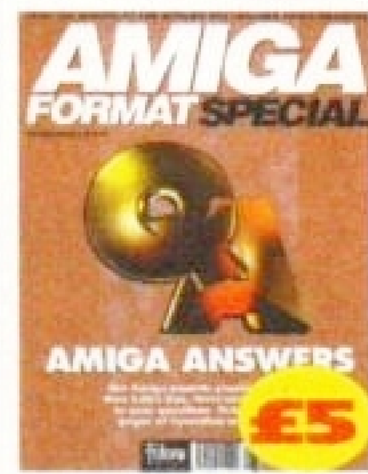
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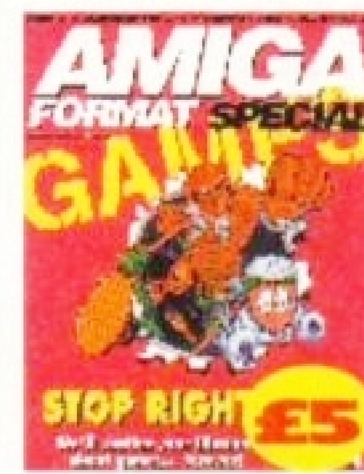
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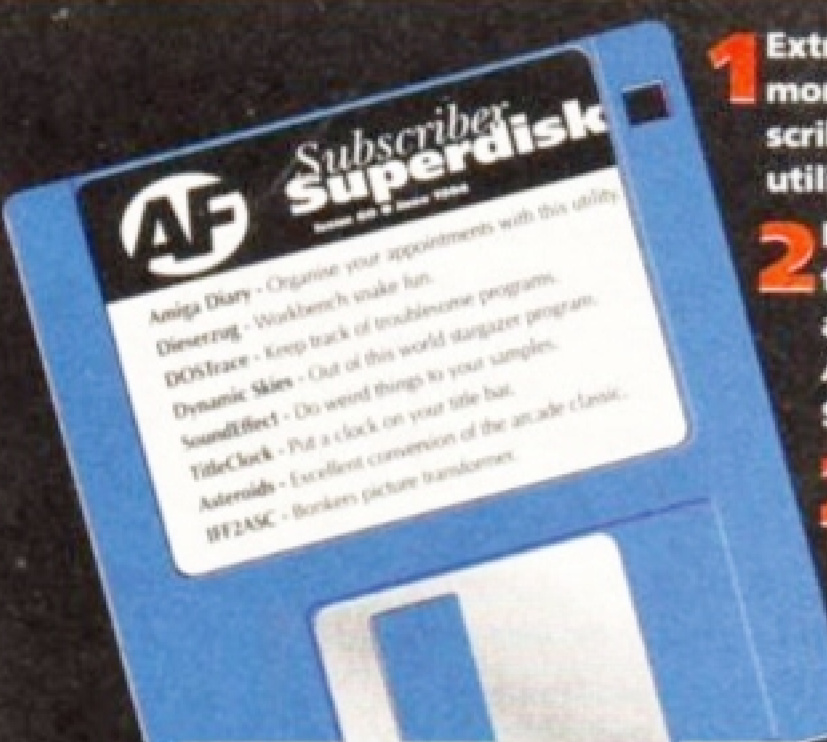


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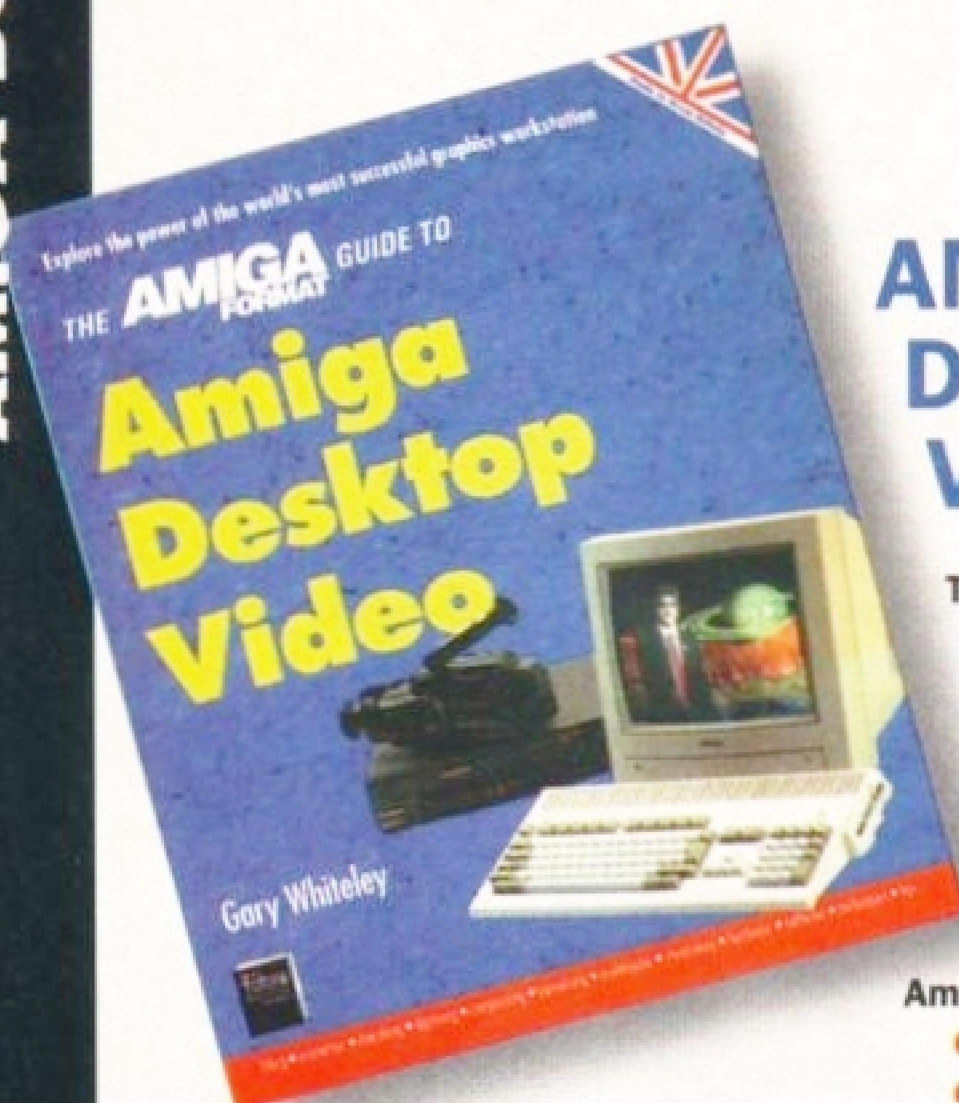
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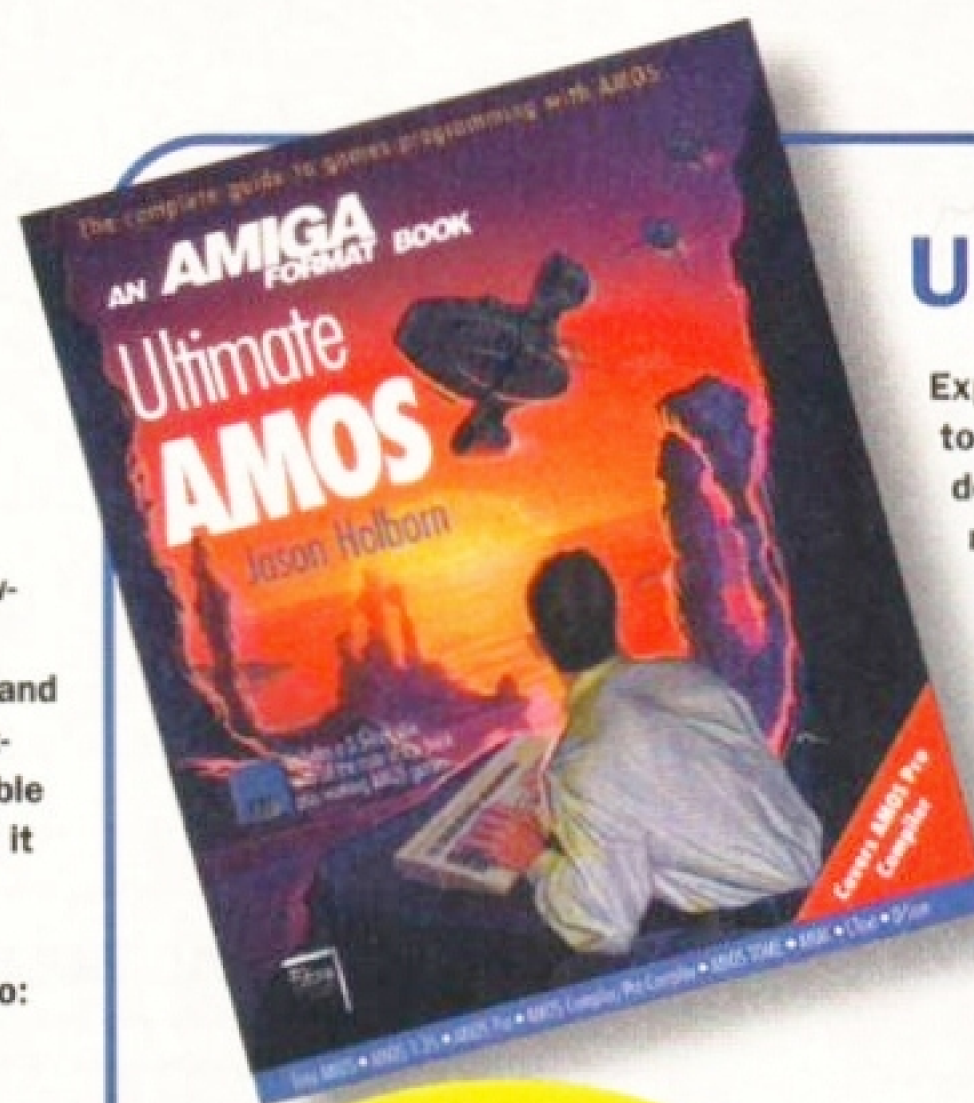
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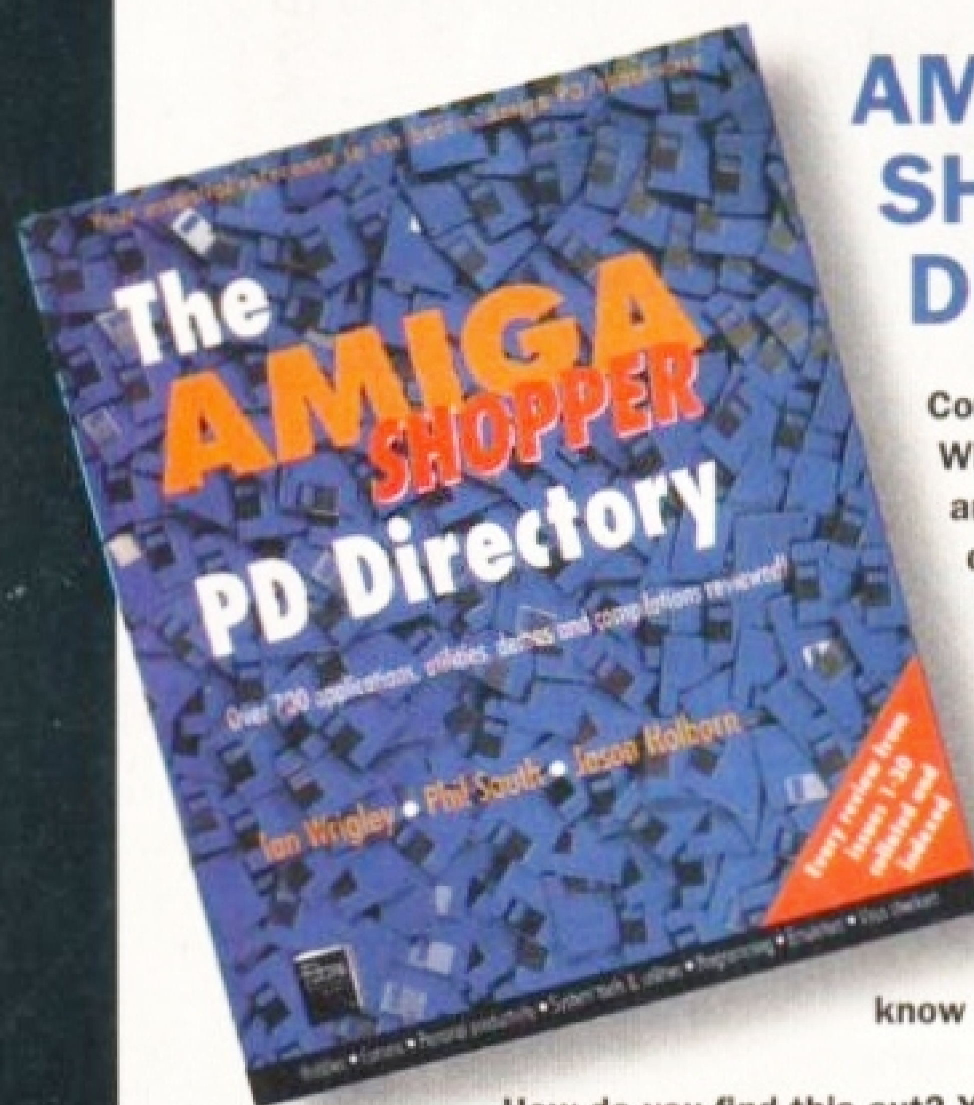
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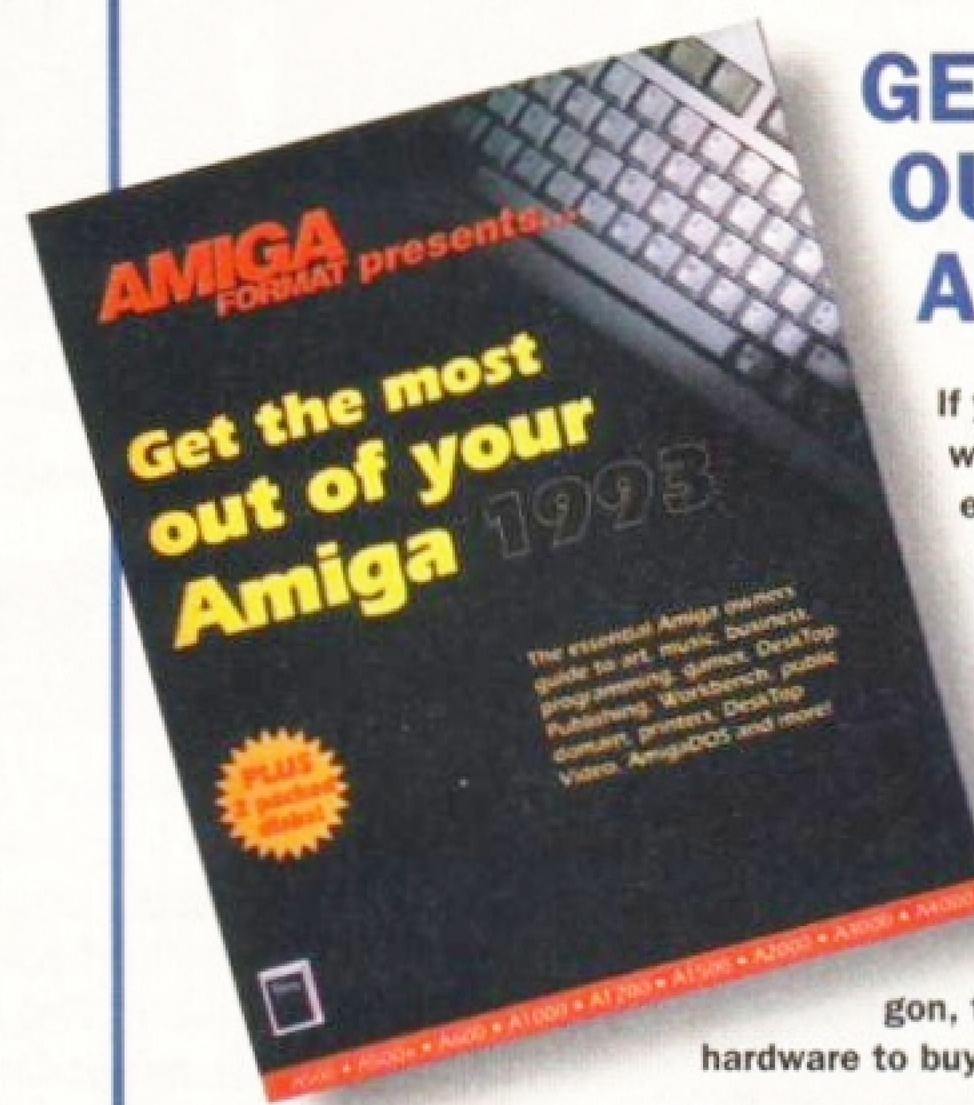
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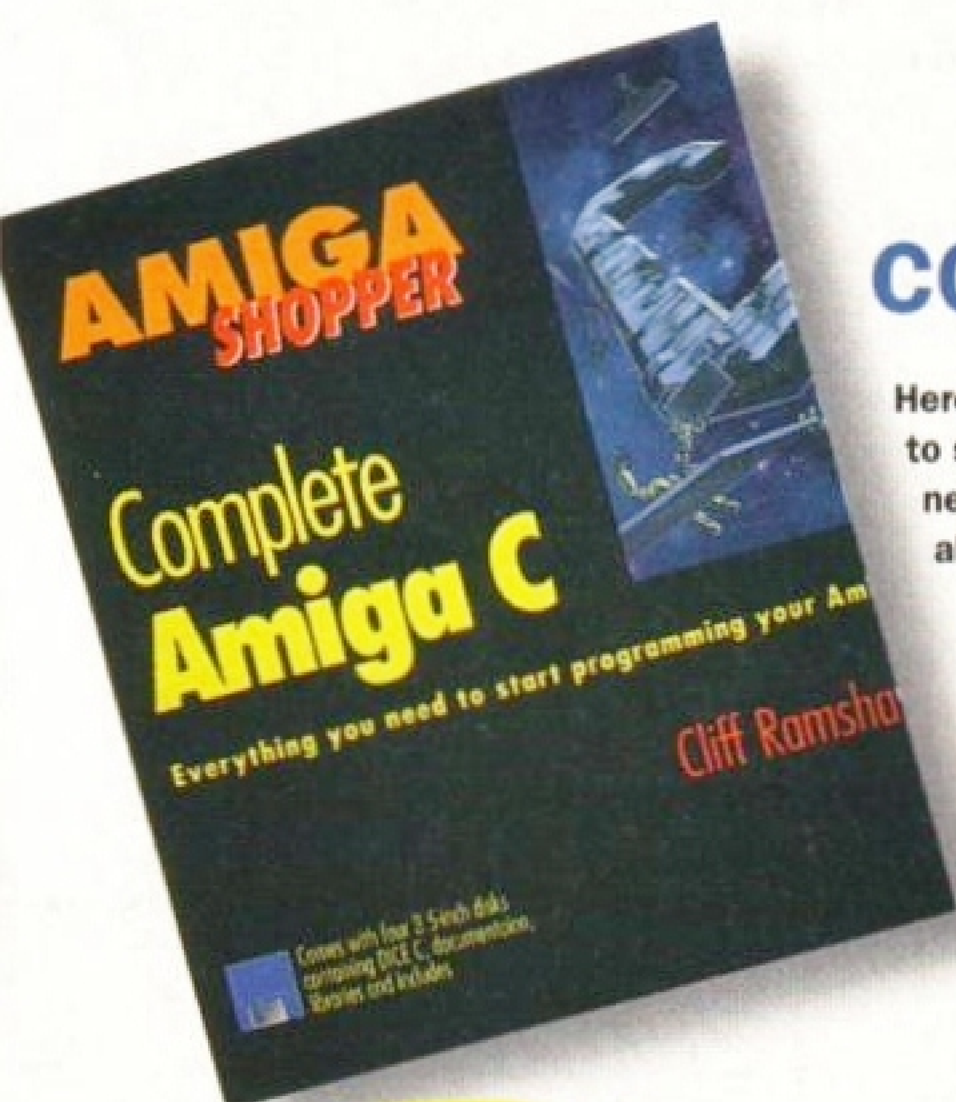
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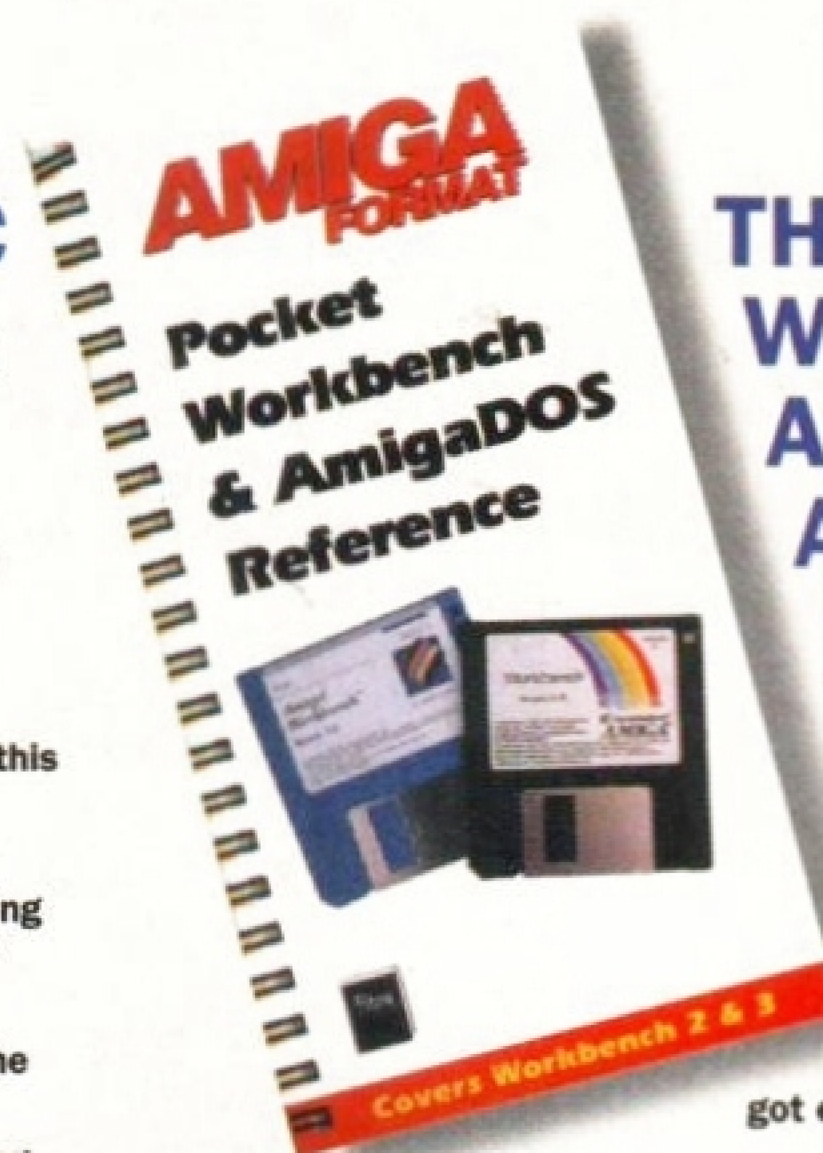
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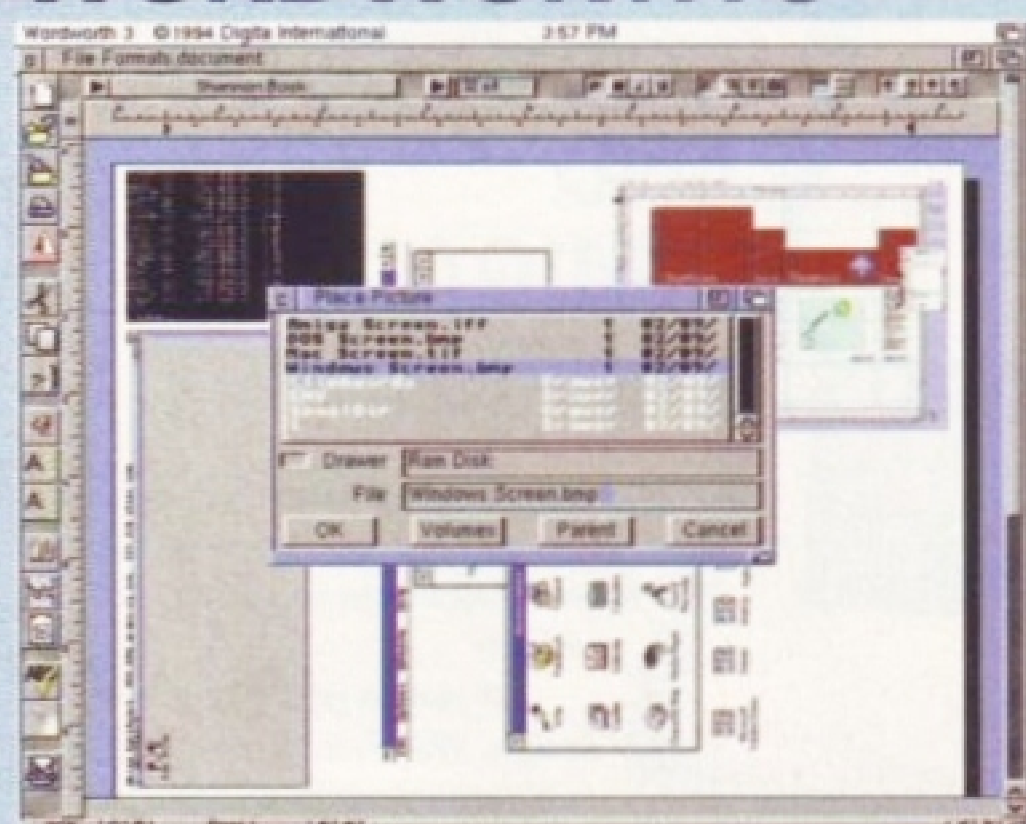
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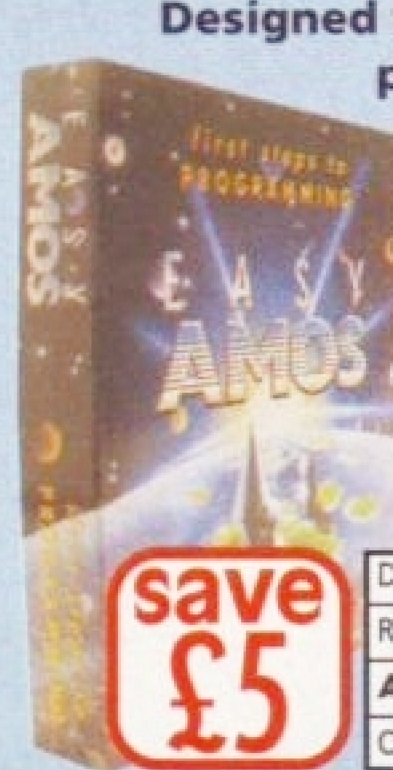


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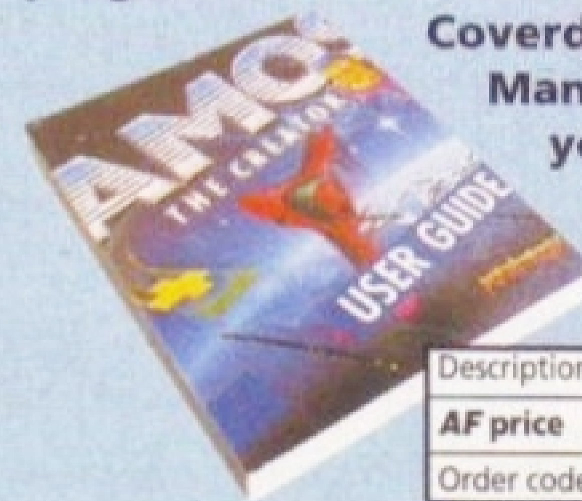


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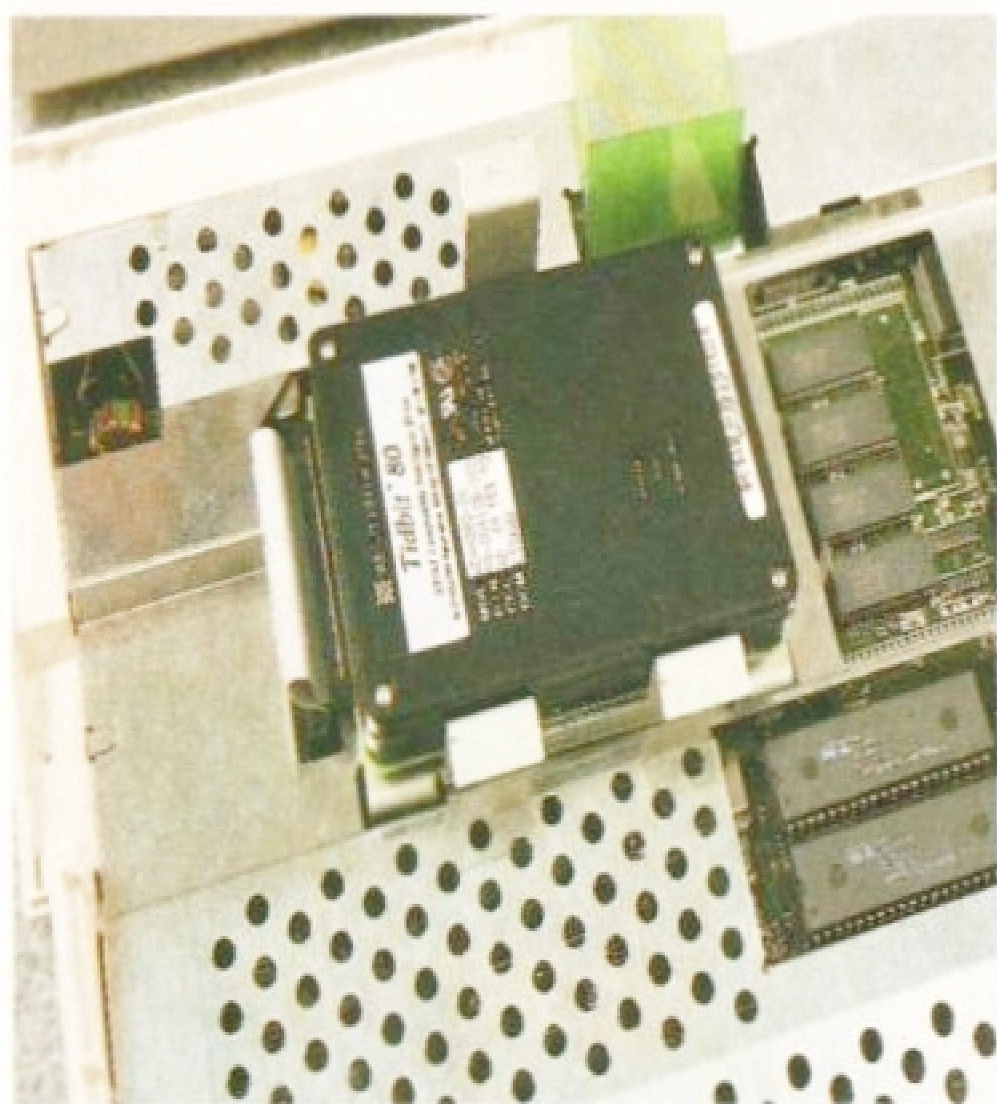


PRICES WERE CORRECT AS OF 19-4-94, but some may have changed by the time you read this.

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WorkBENCH

However big or small, or whatever they're about (as long as they're Amiga-related), your problems are our problems and we're here to solve them. Scribble down your woes and send them off to us at: Workbench, Amiga Format, 30 Monmouth St, Bath, Avon BA1 2BW.



If you've got an IDE mechanism fitted to your machine, the easiest way to break it is to try to low-level format it.

FORMAT FOLLY

I recently bought an A1200 with a 120Mb hard drive fitted. In my eagerness to tinker with it, I somehow got to the point of carrying out a low-level format of my hard drive!

It was when the HD drawer icon changed to a floppy disk icon and previously saved games went walkies to different places, that I knew something was wrong! To cap it all, I then read the 'Faulty Fitting' letter in Workbench, *AF55*, in which you clearly stated: "Do not, whatever you do, low-level format your drive".

How can I restore my hard drive to normal?

R Glendenning, Carmyllie By Arbroath, Scotland

Oh dear. Well, I'll tell you what happens. The Integrated Drive Electronics drives were designed to make life as easy as possible for the host machine. As a result there is a certain amount of 'need to knowing' going on. The drive electronics takes care of mapping the blocks on the drive, dealing with block errors and so forth. The little chips take their task very seriously and never tell the host computer anything that might alarm it.

When you low-level format the drive, all this psychological cushioning is thrown aside. The computer takes direct control of the drive and re-writes all the data itself. When the drive electronics kick in again, they haven't a clue what has happened. It's like someone has snuck into their office in the middle of the night and stolen all their paperwork. Essentially they throw a wobbly, go nuts and will never work again.

Your mechanism has unfortunately ceased to be, it is an ex hard drive. However, it did not die in vain – let it be an example to others:

IF YOU HAVE AN IDE MECHANISM DO NOT LOW LEVEL FORMAT IT.

I don't think your drive is in any way recoverable, but you could find out if you the manufacturers would part exchange it with a new one. You never know.

PRIZES GALORE

I have spotted an Amiga on the telly. In *Country File* on BBC 1, there was a writer using an Amiga to write an article for a camcorder magazine. Do I get a prize?

Neil Adams, Prestwick, Scotland

This isn't a Workbench question, is it? And, no you don't get a prize! The next person who spots an Amiga on some Australian soap, or being given away as a prize on some sad Saturday show, and writes in to tell us about it will have violence visited upon their persons (except in cases where they would enjoy it).

ORGANISED CHAOS

I am writing in reply to Mr Anonymous (*AF58*) who is having trouble with comms on his Psion 3. I own a Psion 2 Organiser and also couldn't run the sup-

Continued overleaf

DISCS AND DISKS

I have two very important questions. The first is: can you tell Commodore to get off their big fat bums and release a CD-ROM for the A1200? And before you say it – I don't care if it costs more than the CD32.

The second question is that I have been collecting *Amiga Format* for the last two and a half years and just lately you have been putting some brilliant disks on the cover of your magazine. They are clear and come in red, green and blue.

So please, please, please can you tell me where to get them from?

Mark Huettinger, Tonbridge, Kent

Commodore have got off their, I think reasonably sized, bums and announced that they will release the A1200 CD drive in September, as you have no doubt already read in the last issue. You can stop writing to them now.

As for the disks, we bought them from some sweat-shop in the Far East – I don't know of anyone selling them separately. The only two sources I know of are *Amiga Format* back issues (see page 148) and our duplicators, DisCopy labs. If you made a reasonable offer to buy in bulk they might be able to sort you out. Their address is: DisCopy Labs Ltd, PO Box 21, Daventry NN11 5BU.

IF YOU HAVE A QUERY...



Nick Veitch

At *Amiga Format* we aim to answer as many questions as we possibly can every month, and hopefully to sort out all your problems. Of course there are always more questions than answers, so we have to prioritise queries according to the following factors:

- Frequency. If a lot of people seem to be having problems with their Supersonic KY3000 printers then we will print one letter and the definitive answer, encompassing all the most frequently posed problems.
- Difficulty. If the problem is actually something which only someone with some insider technical knowledge would be able to solve, it is more likely to be answered in these pages than a problem which arises simply because you haven't read the necessary documentation.
- Impact. Quite simply, a question which involves you not being able to use your machine or some peripheral or software will be given priority over a difficulty which is little more than a slight inconvenience.

Unlike some magazines we won't just concentrate on the areas of expertise we are most familiar with, we will take on any problem (as long as there is an Amiga involved). We have even enlisted the help of Commodore's Chief Engineer for those particularly tricky questions. As you will appreciate, we do get a lot of questions. If you want to get yours noticed, here are a few tips:

DO
- Be concise.
- Detail the actual problem as best you can.
- Where applicable, describe the sequence of events that caused the problem.
- Give details of the equipment you are using (including which version of Workbench and which model of Amiga you have).
- Make sure your question is relevant and wouldn't be more easily solved by the dealer from whom you bought the goods.

DON'T
- Spend three pages telling us about your Aunt Ethel and only then explain your problem.
- Write in with questions such as 'I added a hard drive to my machine and it doesn't work. What can I do?' (Which machine? Which drive?)
- Send an SAE expecting a personal reply. The chances are extremely slim.

Please bear these points in mind and remember that we are trying our best to help you.

plied software, so I copied it to a 3.5-inch disk, then using a PD IBM software emulator I managed to run the supplied comms program.

Also, a couple of years back, Dave Westwood wrote *Psion Comms-Link* for the Psion 2 which is a lot easier to use. He may have also written a version for the Psion 3 because the documents said that he wanted to keep developing for the Psion and the Amiga. The address given was: 14 Davar Drive, Kirkaldy, Fife, Scotland KY2 6RT. I hope this is of some help.

Graeme Richards, Lancing, Sussex

Thanks very much for your help. Running the software on an IBM emulator is a good solution. I have written to Dave Westwood, but as yet there has been no reply, so anyone wishing to contact him will have to take pot luck.

FAULT TRACED

To make the *Tracer* demo of *AF58* Coverdisk B work on an A1200, all you have to do is run *ARexx* (REXXMAST).

Eddie Pang, Loughor, Swansea

Hurrah! Thanks very much for pointing that out. We traced a couple of the problems back to *ARexx*. If you have the *Tracer* demo and can't get it to work on your machine, try running REXXMAST. It should be located in your System drawer (Workbench 2.04 and up).

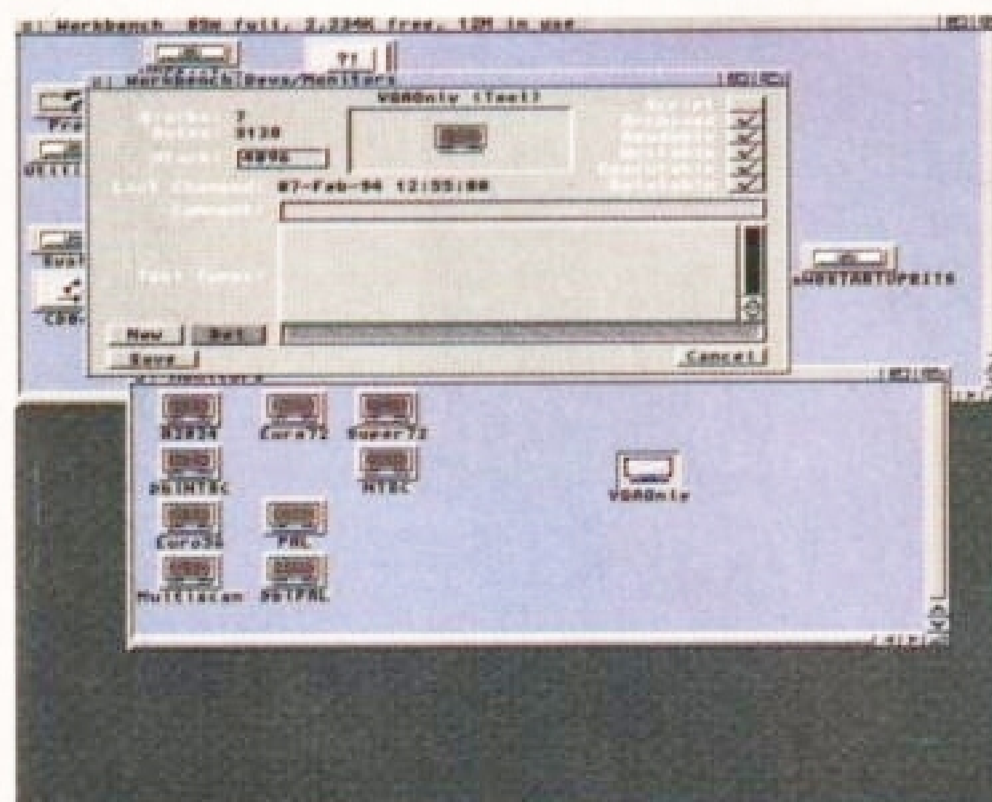
ONLY VGA

I want to use the A600 with hard drive and *Protext* for word processing. I don't need it for anything else because I have a CD[32]. Can you advise me what would be a suitable monitor – perhaps VGA mono or colour? Would this be OK if they operated at the appropriate frequencies (31.44kHz and 60Hz for A600 productivity)?

A Smith, Great Barr, Birmingham

When you say you don't need it for anything else, I think just using a word processor is a bit of a waste but hey, it's your machine. You can run on a VGA monitor.

You don't say which version of *Protext* you have. Versions 5 or 6 will work best, but earlier versions will still work. VGA monitors are not ideal for the Amiga because they do not support lo-res (15kHz) screens, but there is a utility called *VGA Only* which helps fix this.



The *VGA Only* utility is supplied with Workbench and makes VGA monitors much more useful.

ART OF DARKNESS

I have recently purchased a Hewlett Packard 310 printer (with colour kit), and I am having problems printing from *Deluxe Paint IV AGA*. I got the *Studio Light* printer driver with it, and have installed this on to the *Deluxe Paint* disk in the devs/printers drawer (I have managed to squeeze the *Deskpref* program into the Prefs drawer).

I used Printer Prefs to set up the driver and then ran *Deluxe Paint*. When I try to print a picture it comes out too dark, sometimes virtually black. I have also tried using *TurboPrint 2* (from *AF51*'s Coverdisk) – but this has the same effect.

Please tell me how I can improve the quality and if I have installed correctly. Please help as I have spent fruitless hours trying to work it out, and the alternative driver (the crap Workbench one) is awful. I could do better using crayons to trace the picture off the screen!

Nick Donnelly, Ely, Cambridgeshire

The Workbench driver isn't too hot, especially when it comes to colour, but you should have had better luck with the *Studio* software. *TurboPrint* should work OK, though. Have you tried reducing the brightness (in case of too much black) or the three colour sliders (in case of too much colour density)? Refer to page 8, *AF51* for more information on this.

The *TurboPrint Professional 2* program, which it might be an idea to upgrade to, allows better control over colour curves – see page 147 of *AF51*.

To the point...

Q I have just purchased a Canon BJ-10SX printer to go with my Amiga 500+. Do I need a specific driver to get the best results for printing graphics?

A Yes you do. Canon printers destined for use on the Amiga are now supplied with drivers, so you should check with the shop you bought it from. Alternatively, you could contact Canon direct on 081-459 1266.

Q Could you please tell me how to connect a cassette player to an A1200?

A What do you want to do? Record the sound? If so, all you need is a set of phono leads that will connect to your tape deck. If you think you can use it to store data on á la C64, forget it.

Q I have decided to upgrade from my good old A500 to an A4000/30, and I would appreciate you helping me to clear up the following technical problem. Is it possible to fit a PC IDE hard drive on an A4000/30? Do all sizes match?

A Yes, you certainly can fit an IDE drive to the Amiga. There is no such thing as a PC IDE drive, they are all just IDE drives and will work fine. For the A4000 a 3.5-inch mechanism is best, as it will fit nicely in the drive bay. A 2.5-inch mechanism will also work, but you need to get an adaptor because the cables are different sizes.

Q I have a CD[32] and I'm very interested in the Microbotics SX1 expansion module so that I can add a keyboard and a disk drive.

Does it have an RGB output so I can use a monitor? At the moment I use the video output, but RGB gives a much better picture. Also, can you tell me what the difference is between S-VHS and RGB?

A As I write these pages, the Microbotics expansion (now being produced by ParaVision) has not yet appeared, but the technical specification does include an RGB output. S-VHS is a standard for component video. There are two signals, Chrominance and Luminance. Because these are carried separately, a better quality image is obtained.

Q I have been creating animations in *Deluxe Paint*, but I am annoyed that the playback speed is quite low, even though the program says it is doing 20 frames per second.

A Well, the easy answer to improving your creations is to buy the next issue of *Amiga Format*, because we'll have *ClariSSA* on the Coverdisk. This excellent program creates super smooth animations and is a must for any Amiga animator. Don't miss it.



RGB output from the CD[32]? It could mean a better picture for thousands of owners.

LOOKING AHEAD

I'm thinking of upgrading my A500 to an A4000/030, but I have a few questions first.

1) With the entry of the new AAA chip set, I fear that the A4000/030 will get left behind. Is the A4000/030 upgradable to this new chip set?

2) Is Electronic Arts' *Deluxe Music 2* compatible with the A4000/030?

3) Is the Supra-Fax Modem V3.2 Bis compatible with the A4000/030?

4) Are third party manufacturers producing upgrades to the 68040 CPU for A4000/030 users, or will they in the near future?

5) Is it worth upgrading from my A500 with a GVP 80Mb hard drive, second floppy drive, 3Mb RAM and Philips CM8833 Mk11, to an A4000/030 with 130Mb hard drive, 6Mb RAM and a Commodore 1942 monitor?

6) Is the price of the A4000/030 going to drop?

Stephen Brooking, Sherborne, Dorset

1) No.
2) Yes.
3) Yes.
4) Yes. Several companies are, including GVP.
5) Silly question – of course it is.
6) Probably not. It could be argued that it is a little

overpriced, but if you were running a company that had just lost a lot of money, would you drop the price of your products?

SWEET PD

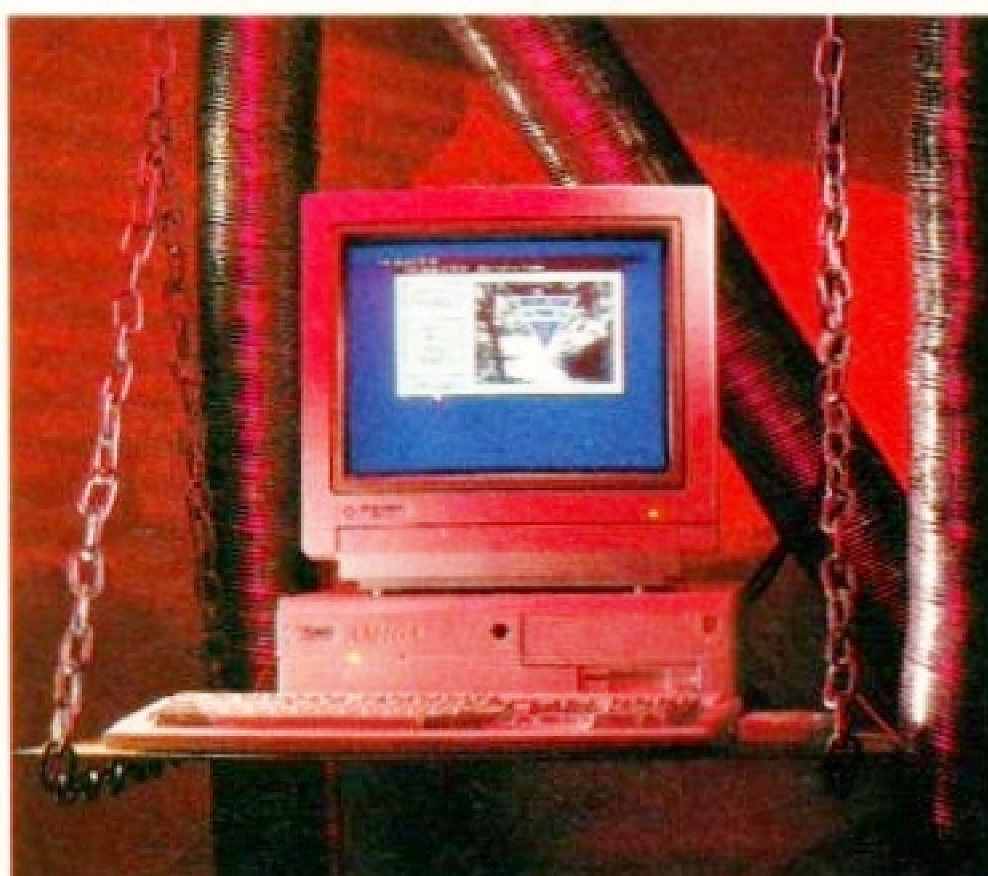
I recently upgraded my A500 to an A1200, and although I initially purchased an Amiga solely for games, I now use my A1200 mainly for music, graphics and word processing.

I've always been a heavy user of PD software, but I am becoming increasingly frustrated at the cost of obtaining so-called 'free software'. I am considering buying a modem so that I can access Bulletin Boards and Public Domain libraries to obtain the large amounts of PD software I would like. Are the programs and files obtained in this manner free, or are charges made for the service? Bearing in mind the initial cost of the modem and the prospect of increased phone bills, is this method any cheaper than buying disks direct from PD libraries?

Also, would a CD drive be a good way to obtain cheap PD software, and is there likely to be a good supply of CDPD for the Amiga soon following the demise of the Amiga CDTV and the cancellation of Commodore's own CD drive?

Isaac Hunt, Victoria Park, Manchester

It's an interesting point. I think this may be fodder for a future PD special. In essence, all PD programs are free. When you buy from a PD library you are actually paying for the disk, the postage, the time spent copying it, the overheads of running the library – it is against the spirit and the law of Public Domain for PD companies to make huge profits, but paying the people who operate them for their time seems only fair.



The A4000 is still a top-of-the-range machine, though some may think it's a bit pricey.

Most Bulletin Boards carry Public Domain software, but you still pay. You pay for the phone call, the initial cost of the modem and, in some cases, you have to pay a subscription to the board.

After all, there's no such thing as a free lunch, but at the end of the day a few quid isn't much to pay for software or data that has taken someone else a lot of effort to produce.

PD on CD can be cheap, but there aren't that many PD discs available.

HARD LUCK

I would like your advice regarding the fitting of a hard drive to a standard Amiga 500+, bought about November 1992, using Workbench 2.04.

I have been given a Maxtor model 7040A1.40Mb drive taken from an IBM P/S 1, the owner having upgraded to a very much larger unit. I am told that this is a standard IDE Drive, but more than that I do not know. Is it possible to fit it to the Amiga, and if so, how?

M W Gammon, Portcheser, Hampshire

To use an IDE mechanism you will actually need an IDE interface. There is an internal interface designed for this purpose called AdIDE from the American firm ICD, but unfortunately Power Computing are no longer distributing it. You could try ICD themselves on 0101 815 968 2228.

RAD AS WELL

We are the proud owners of an Amiga 600 (v2.04) and an A1200 (v3.0), both with 2Mb of memory. Previously, we owned an A500 (v1.3) which we used to create a RAD disk using the command MOUNT RAD: This could retain its contents after rebooting the machine, and could execute a startup-sequence. When we enter this command on our present machine, we are presented with the message "Error while accessing Devs:mountlist".

Please could you enlighten us as to the proper procedures for creating RAD disks on our machine. We know they must exist as the REM-

Continued overleaf

WHEN STARTING UP IS HARD TO DO

I have an A500 with 1Mb RAM and Kickstart 1.3, which I soon hope to upgrade to 2Mb. I also wish to fit a ROM sharer with a 2.04 ROM fitted. I have seen Workbench 1.3 and 3.0 (my brother has an A1200) and would like to know the following:

1) Could you tell me the differences between the Workbench 2.04 and 3.00 startup-sequences?

2) Please print the listing of the 2.04 startup-sequence, so that I can compare it with 1.3 and 3.0.

3) If I wished to change a script in any way, I assume that it would be best to add it on rather than at the start, is this correct?

4) Would you recommend the screen editor, *ED*, for altering a script, or would I be better off with some other method such as another language or the Shell.

John Paul Smart, Eshwinning, Durham

There is quite a difference between 2 and 3, because there are a lot of commands now in ROM which used to be on disk, so a lot of the resident commands are no longer required. Because the structure of Workbench has changed there are a few more assigns in 3.0, but less mounts, as there is no longer a default mount list. Here is the complete listing of 2.04:

```
c:setpatch >NIL:
c:version >NIL:
addbuffers >NIL: df0: 15
Failat 21
Resident >NIL: C:Execute PURE ADD
makedir ram:T ram:Clipboards ram:env ram:env/sys
copy >NIL: ENVARC: ram:env all quiet noreq
assign ENV: ram:env
assign T: ram:t ;set up T: directory for scripts
assign CLIPS: ram:clipboards
assign REXX: s:
if exists sys:Monitors
   join >NIL: sys:monitors/~(#?.info) as t:mon-start
   execute t:mon-start
   delete >NIL: t:mon-start
endif
BindDrivers
setenv Workbench $Workbench
setenv Kickstart $Kickstart
IPrefs
echo "Amiga Release 2. Kickstart $Kickstart, Workbench
$Workbench"
conclip
mount speak:
mount aux:
mount pipe:
path ram: c: sys:utilities sys:rexxc sys:system s:
sys:prefs sys:wbstartup add
if exists sys:tools
   path sys:tools add
   if exists sys:tools/commodities
   path sys:tools/commodities add
   endif
endif

; If this is the initial boot (i.e. keyboard env variable
is not set)
; then execute PickMap which will query for a keymap and
set the
; keyboard env variable.
;
; if keyboard env variable is set, set the keymap
if ${sys/keyboard} NOT EQ "*${sys/keyboard}"
   setmap ${sys/keyboard}
else
   PickMap sys: initial
endif
if exists s:user-startup
   execute s:user-startup
endif
LoadWB
endcli >NIL:
```

If you want to add things, it is better to add to or create a file called user-startup, which is executed by the main script when it has done all the important things. *ED* is very serviceable for editing short scripts, and is certainly more suited to the task than a standard word processor.

RAD command resides in the C directory of the Workbench disks.

Chon Mitchell and Angus McNonny, Inverness

There is no mountlist in Workbench 3. Devices are automatically mounted if their definitions are in the devs drawer and they are accompanied by Project icons whose default tool is 'C:Mount'.

There is no listing for a RAD disk, so you will have to make it up yourself. Open up *ED* or another text editor and enter the following:

```
device=ramdrive.device
unit=0
flags=0
surfaces=2
blockspertrack=11
reserved=2
interleave=0
lowcyl=0
highcyl=79
buffers=5
buffmemtype=1
```

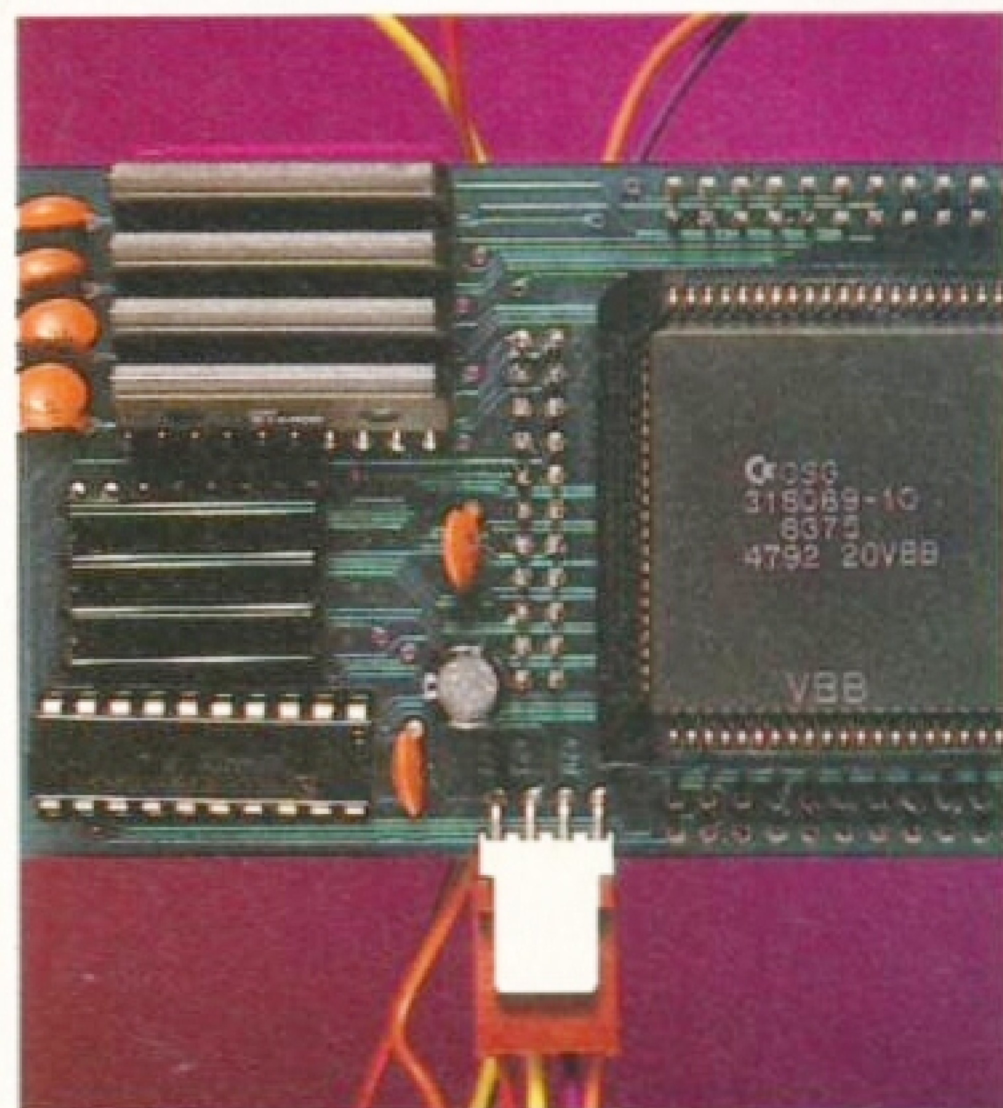
and save it. You could save this file as 'devs:mountlist' if you want, and mount RAD from the Shell, but the icon method is more stylish. Create an icon using IconEd and then change the Tool using the Workbench Icons>Information selection. You could have more than one RAD disk (if you have the RAM for it) just by increasing the unit number.

UPGRADE SCHEME

Machine – A500 (rev 5)
Agnus 83721 (upgrade)
Workbench 1.3 (upgrade and ROM)
Expansion baseboard 1.5Mb supplied by TriLogic
1) Is the Pro-Agnus 2Mb supplied by WTS Electronics going to give me the same chip capacity (1Mb plus) as the 600/1200?
2) Almost 90 per cent of my disks are Workbench 1.2 (or 1.3). Will they run on new chip?
3) If I fit a ROM swapper 1.3/2.04, what will run? (I do have programs that are post 1990, such as *Sim City*.)

T J Parker, Holbrooks, Coventry

1) You're better off getting the Megachip2 from Power Computing (0234 273000) This will give you a total of 1.5Mb of Chip RAM, or 2Mb if you have a 512K expansion. However, your TriLogic baseboard may no longer work to its full capacity.



Upgrading to 2Mb of Chip RAM is quite easy, though not for those with shaky hands.

In-depth explanation MODEMS

1 **Modem stands for Modulator/Demodulator**

2 **A modem works by taking binary data and 'modulating it'. This basically means it converts it into a series of tones – one for a zero value and one for a non-zero value. It also decodes information coming the other way, converting the received tones back into ones and zeros.**

3 **Because of the linear nature of the transmission, a modem is a serial device and must run at a certain speed. Both modems at either end of a telephone line need to be running at the same data transfer speed to be able to communicate effectively.**

4 **The transfer speeds are measured in baud rates. Basically, the baud rate is the number of bits transmitted per second.**

5 **The slowest modems operate at only 300 baud. This means they would take about one minute 20 seconds to transmit a 10K file.**

6 **A standard modem costing under £100 can transmit and receive at 2400 baud, or V22 standard. This is obviously six times faster. If you are buying a modem, make sure it is Hayes-compatible. The Hayes command set is the standard way that computers operate the functions of the modem, such as dialing and hanging up.**

7 **Having error-free communication is very important. A few bits missing here or there can make nonsense of computer data. Various protocols have been developed to cut down on errors and many modems have error-correction built in.**

8 **When sending binary files, one of several protocols can be used. When sending files it is even more important to eliminate errors, as a single mis-sent bit could render the entire file useless.**

9 **The best file transfer system is ZModem, which is fast and error-free. ZModem automatically slows down or speeds up the transfer rate depending on line noise. If the connection is broken, you can also continue from where you left off when you reconnect.**

10 **These systems are usually combined in a comms software package. The most widely used Amiga comms software is *NComm*.**


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2) As long as you are still running Workbench 1.2/1.3 you should be all right in the most part. 1Mb games may expect to find 512K Chip and 512K Fast RAM, so they may fail. The PD *Degrader* program could solve your problems here.
3) The point of a ROM swapper is that you can switch between Workbench 1.3 and 2. All your old stuff will work under 1.3 and the new stuff should run under 2.

IN THE PICTURE

I was left a little confused after reading the PhotoCD article in *AF57*. Although it was interesting, and I am using the system professionally, I could not take in how the PhotoCD image is played on to a basic monitor.

I have a Kodak 865 player which I play through a normal TV monitor. Because that monitor is often required elsewhere and my 865 is near to my son's A1200 with a 1940 monitor, I would initially like to simply play it through that system. Later, I want to impress potential clients with the use of the photo-image in a computer system. At this stage I don't want to buy a Mac and/or a PC.

Des Gerson, C-I-P Editorial Partnership, Solihull

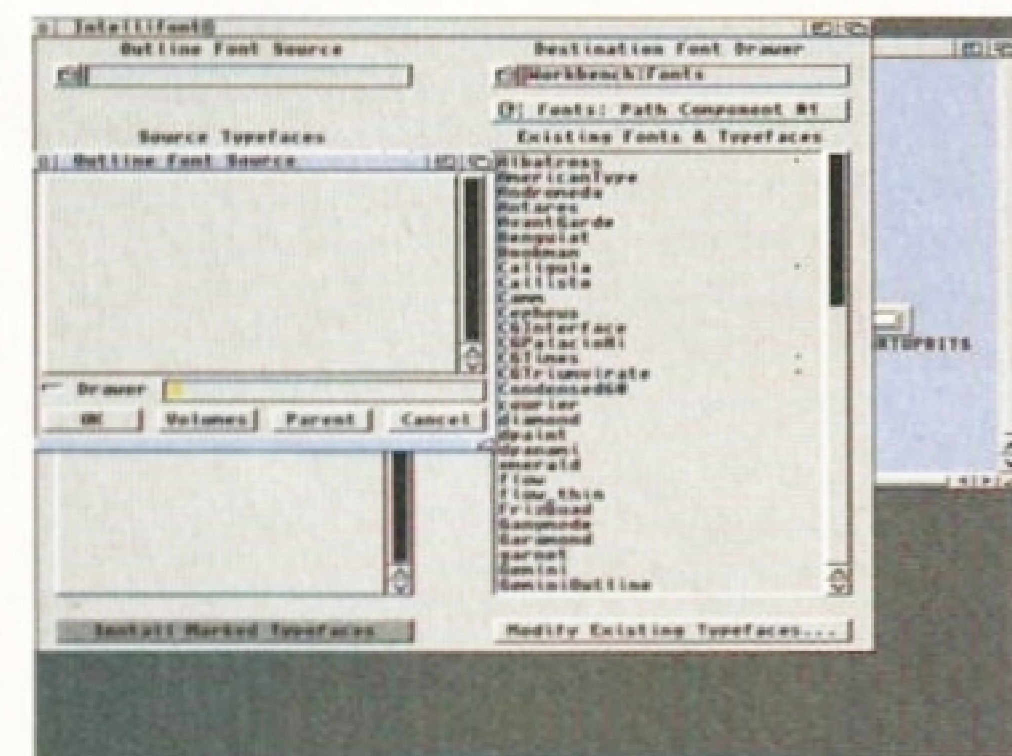
In order to access the PhotoCD directly, you will need to install some form of CD-file system to your Amiga so that it knows how the files are stored. A suitable system was released in the Public Domain, and can be found on Fish Disk 935. Check out the PD ads towards the rear of this issue. You could also use *PhotoworX* (see review on page 126).

INSTALLIFONTS

I am having problems with Compugraphic fonts on Workbench 3. I have tried using the *Intellifont* program to install the CG fonts in both Workbench and *DPaint IV AGA*, but I can't seem to find them on the fonts disk anywhere!

Sean Smart, Edwinning, County Durham

I think you may be getting a bit confused by the funny way in which *Intellifont* works. When you click on the Outline Source gadget to get up the requester, the actual font file names do not appear in it – it is only asking for the directory, not for actual files. When you OK the requester, any font files found in that directory appear in the lefthand window. You can then click on these and install.



The Workbench system for adding scaleable fonts is not the easiest to follow.



INTRODUCTION TO WORKBENCH

Part 6

The Amiga is a powerful computer, but it's not the only computer. In his final tutorial Pat McDonald tells you how to import Amiga graphics into different systems.

Personal microcomputers like the Amiga are everywhere. These days, it's not so much a question of what technology you possess, it's more a question of what you have access to. The tricky bit is importing and exporting data between incompatible machines. The easiest, and most secure way to do this is to transfer via floppy disks formatted for the IBM PC.

This seems very unfair – after all, you didn't buy a PC, you bought an Amiga. Tough. IBM PCs outnumber all other makes of computer. The PC will always outsell the Amiga, because it's not easy to sell a hip and cool machine to a business user. If you suffer from an irrational hatred of PCs, bury it now. OK, PC owners are a pain, but you can't blame a pet for the ignorance of its owners.

This business of transferring between a PC (or Mac or ST or whatever) and the Amiga may not seem worthwhile. But there are times when you will need to alter text, graphics or sound on one computer and export it to the other.

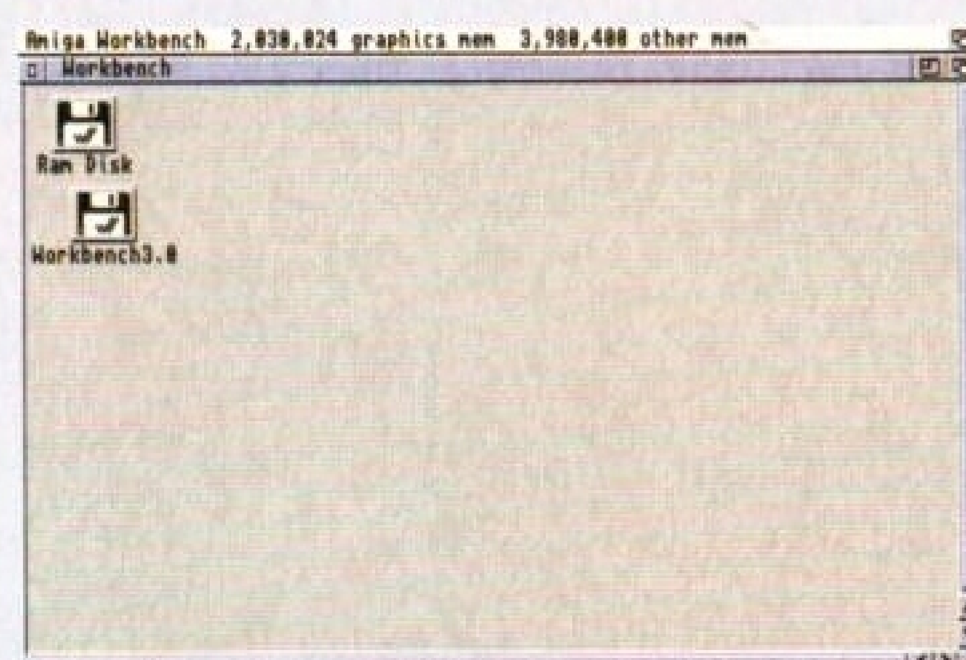
The Workbench program that enables you to read and write data files to PC disks is called *CrossDOS*. It's not normally operational – you have to get it running before Workbench will handle files from PC disks.

Remember that a standard Amiga only handles double density disks. If you want to read high density disks commonly found on PCs, you will need a high density disk drive, such as the Power Computing XL drive. You can tell if a disk is high density because HD disks have an extra hole opposite the write-protect tab.

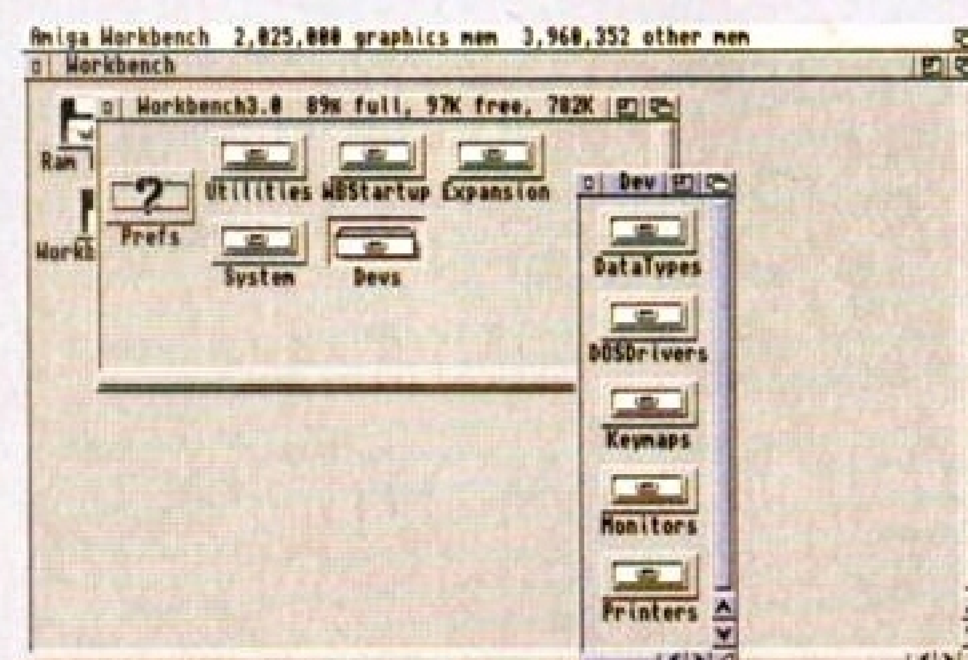
CrossDOS won't enable you-to run programs for other computers on your Amiga – to do this you need an emulator which fools the Amiga into thinking it's a different computer.

GETTING CROSSDOS WORKING

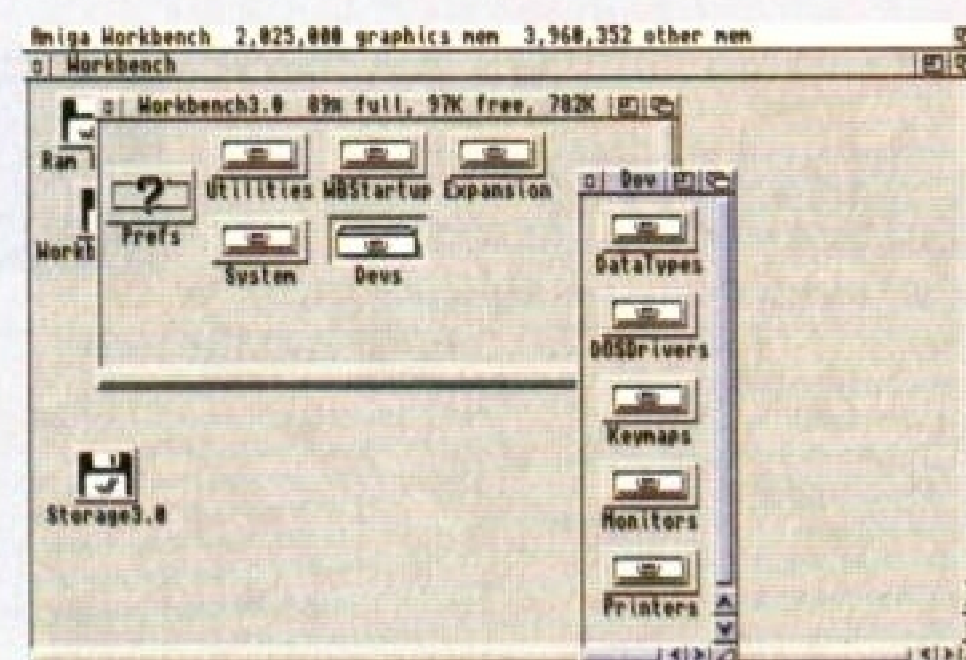
Before you can expect to read PC disks, you have to copy the *CrossDOS* icon to the right place. It's really very easy, just follow these six simple steps. Remember, NEVER use the original copy of Workbench, always use a copy and keep your original Workbench disks out of harm's way,



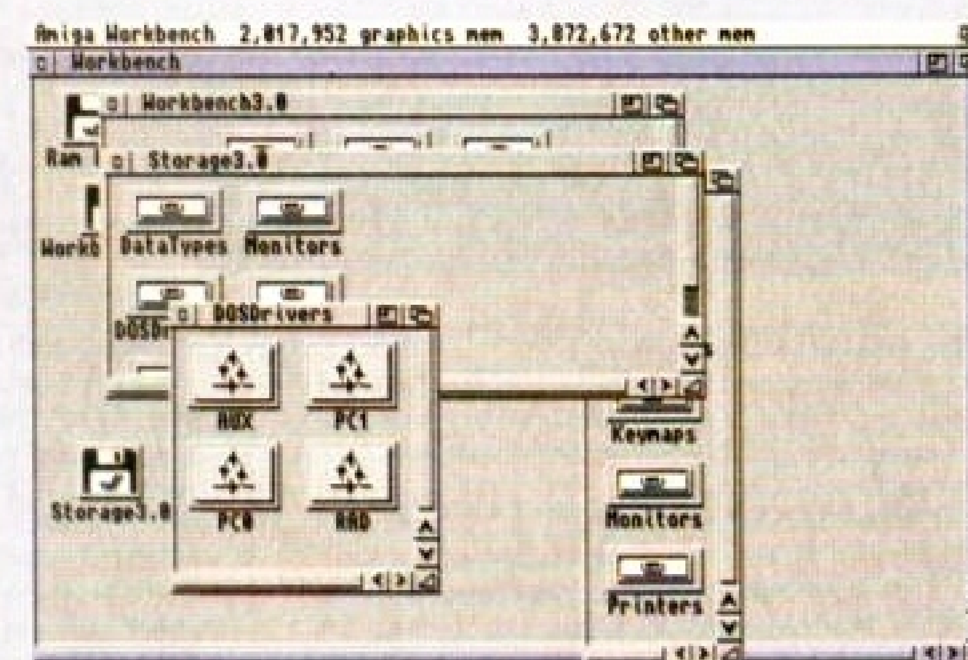
1 First, load Workbench. If you have a hard disk fitted to your machine, then just turn on.



2 Double-click on the Workbench icon, and on the Devs drawer. Remove the Workbench disk.



3 Insert the Storage disk. An icon for it will appear but you may have to rearrange the Workbench display to see it.



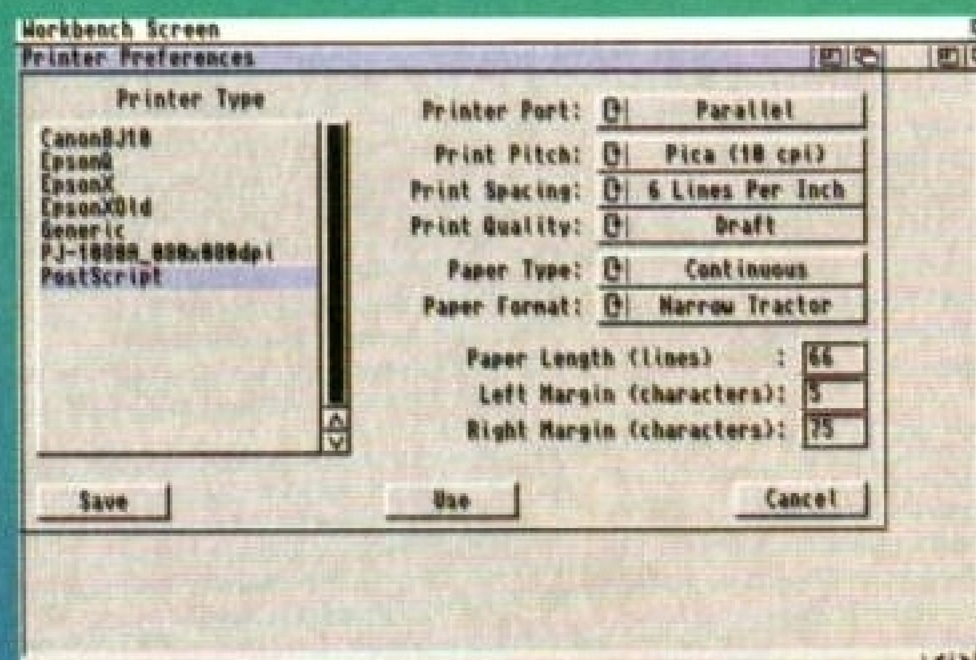
4 Double-click on the Storage disk icon, and again on the DOSDrivers icon.

TRANSFERRING A POSTSCRIPT FILE

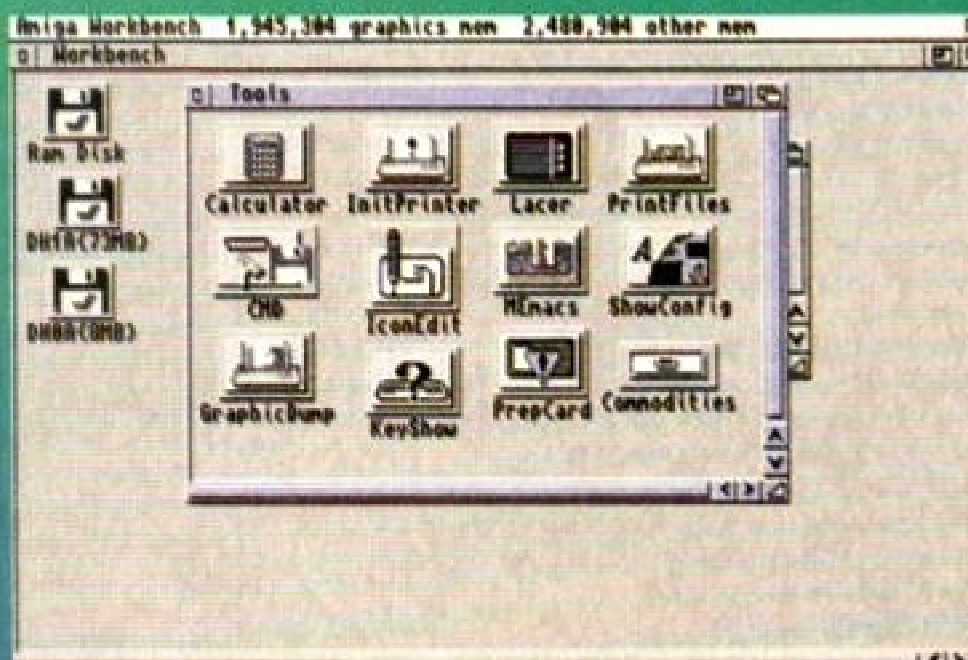
The best printers are laser printers. They are fast, high-quality and expensive. So most Amiga owners cannot justify buying one. But a lot of people have access at work or college to high-quality laser printers, or perhaps even Linotronic machines to turn your work into film.

The problem is that many of these printers only recognise PostScript files. Wouldn't it be nice if you could create PostScript files, put them on disk and give them to somebody else to print on a laser printer? Well, you can, and it's easy – just follow these steps. But be warned, PostScript files are quite large, and you can easily produce files that will not fit on a double density PC disk.

Also, be aware that any kind of printer can be used, not just PostScript types. So long as you have an Amiga printer driver for the target printer type, you can quite easily get your work printed out.



1 First, you must set your printer driver to the relevant type. I'm setting it to PostScript in this example. If you don't know how to change your printer type, check last month's tutorial.

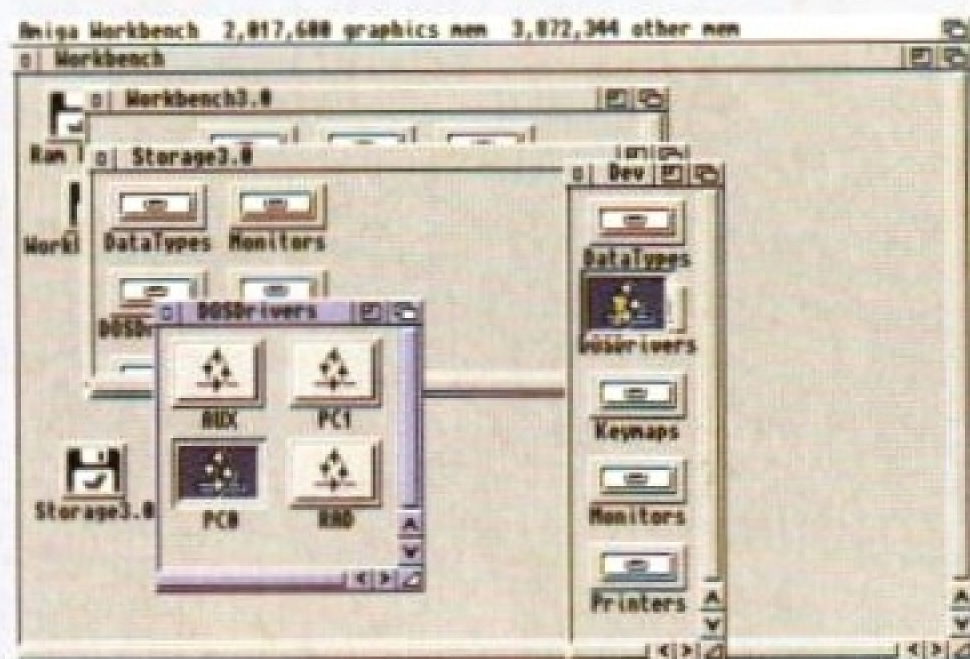


2 Next, you have to tell Workbench to redirect printer output from the printer and into a file. Double-click on the Tools drawer, and click once on the CMD icon.

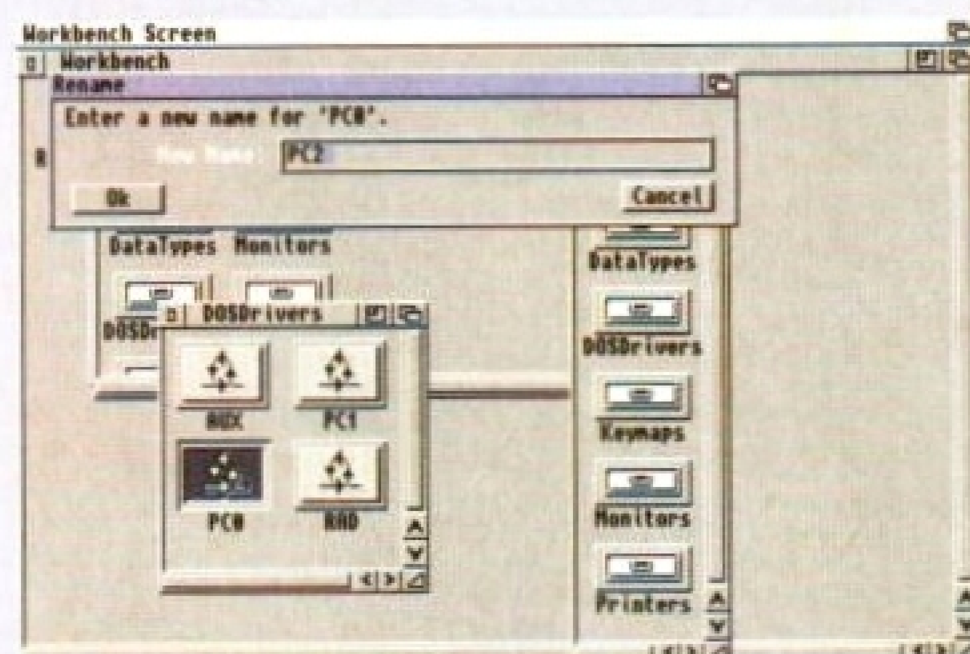
CROSSDOS COVERDISK

So, what do you do if you have an older version of Workbench which doesn't have *CrossDOS*? Way back in Issue 40 of *Amiga Format*, *CrossDOS* appeared on the Coverdisk. Getting it to run on an older machine is easier than the Workbench 3 version shown below.

However, installing it permanently on Workbench is a fiddly Shell job for Workbench 1.3 or earlier. Another problem is that, given this magazine's popularity, that particular issue has sold out. So if you haven't got that issue, buy a Workbench 3 machine. Go on, you know you want to.

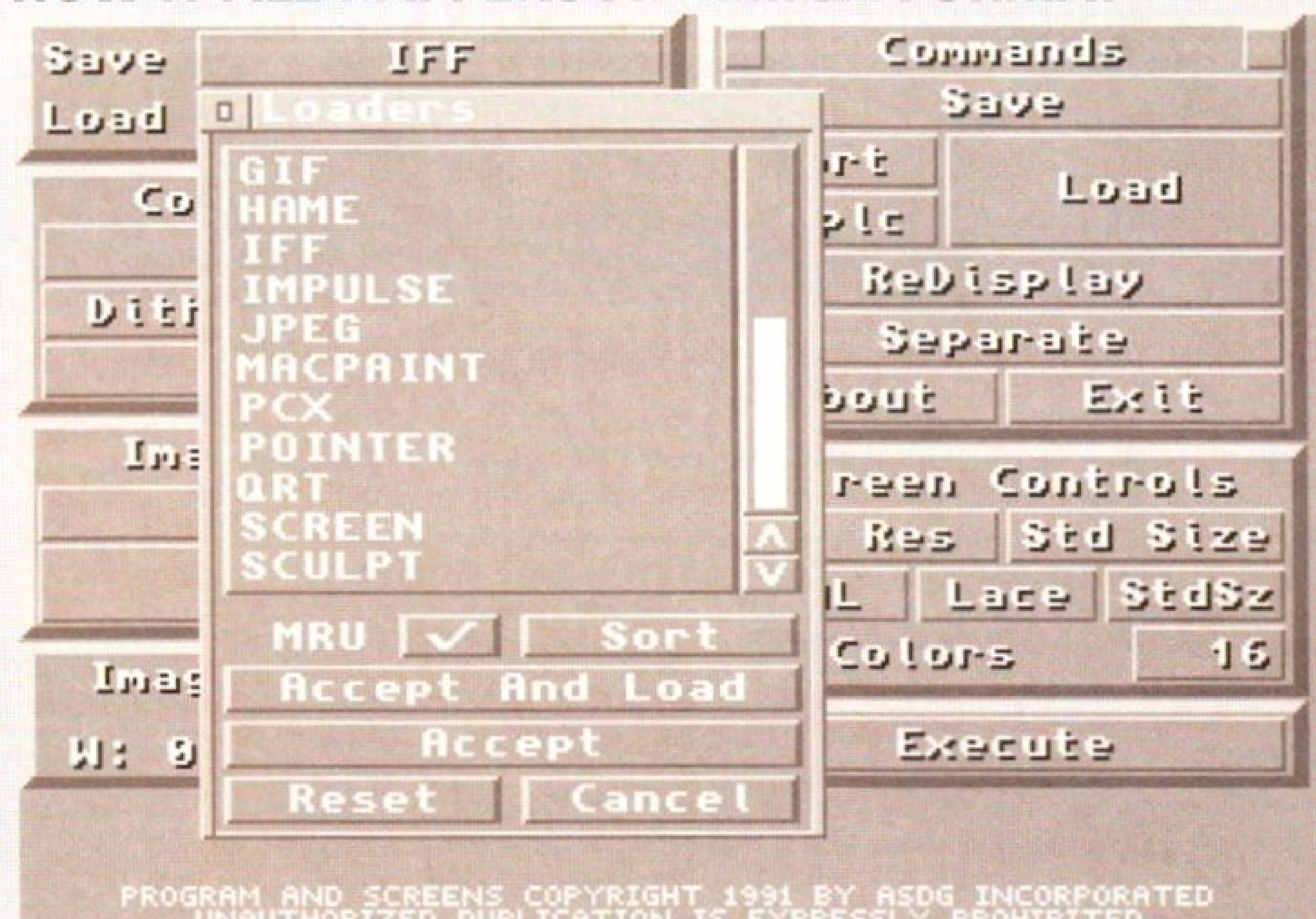


5 Click and hold on the PC0, and drag it to the Printers drawer inside the Devs window. After a few disk swaps, *CrossDOS* automatically recognises PC disks – the DF0 icon will have a corrupt name, but the other icon should operate just like an Amiga disk.



6 Should you wish to use PC disks from an external drive, you need to copy the PC0 driver but rename it to PC1 (or PC2 if you have two floppy drives already).

HOW IT ALL HAPPENS AT AMIGA FORMAT



Art Department Professional takes ages to work on standard Amigas, but it's an invaluable program for converting graphics files to different formats. There are numerous Public Domain programs that do the same job, but none of them are as comprehensive and offer all the features as *ADPro*.

Down at the *Amiga Format* offices in Bath, PC disks are used quite a lot to import Amiga files into the Apple Macintosh desktop publishing system. This may seem hypocritical – after all, this magazine is forever praising the merits of the Amiga, so why don't we use Amigas to actually produce *Amiga Format*?

The simple answer is that Future Publishing (like practically all magazine and design companies and an increasing number of newspapers) uses a network of Apple Macs for laying out pages and printing them to film. It would waste a lot of Future's money and time to set up a separate Amiga desktop publishing system just for *Amiga Format*.

However, Amigas are used a lot for generating the words and graphics that make up the magazine – the raw material, as it were. Here's how we transfer all the stuff you see on the finished pages from Amiga to Mac.

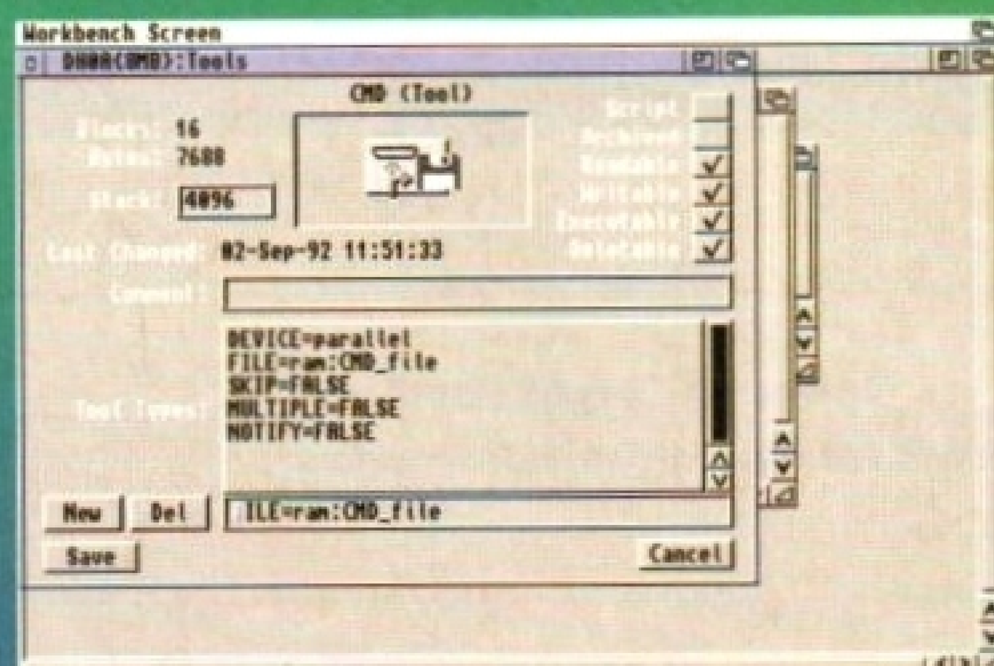
First of all, we have to format the PC disks on the Apple Macintosh using a program called *Apple File Exchange* – if you don't format the PC disks on the Mac, it won't be able to read or write to them properly.

After that comes the really tricky part – converting the files from an Amiga data format (such as IFF) into a form that the Macintosh can understand. Two main programs are used for this. The first is *Ptomac* (which stands for Protext To Mac) which is used to strip out hidden control codes in text files. You can't get this program commercially, but if you save your text files in ASCII from your word processing program, that should do the job.

The second program is *Art Department Professional V2*. *Amiga Format*'s version has an extra saver module, which can save 24-bit graphic images in Mac Pict format. You don't get this with *ADPro* as standard – you have to get it from ASDG in America.

Although some Macintosh programs apparently load and save Amiga files, in *Amiga Format*'s experience you get a better success rate if you convert with the Amiga.

Finally, we just copy the relevant converted file on to the PC disk, and read it on the Mac. It sounds quite complicated, but it all works surprisingly well and shows how you can integrate the Amiga into a busy office environment.



3 Select Information from the Icons menu with the right mouse button. The above screen should appear. The arrow points to the bit you have to change – as set, it will redirect printer output to a file called CMD_File in the RAM disk. If you change that to PC0: then the Amiga will expect a PC disk to be available when a file is printed.



4 Once you have decided where you want your output to go, click on Save, and then double-click on the CMD icon to set it running. Then insert the disk you want and start the program running – I'm using *DPaint* in this example, but it doesn't matter. DON'T RESET – if you do, your Amiga will forget everything you've done so far.



5 Got the program running? Right, insert a blank formatted PC disk, and then select Print from the program. After a long time, your computer will have printed the relevant file to the PC disk. Finally, take the disk to a PC and copy it straight to the printer. Use something like COPY A:CMD_FILE TO PRT: and your Amiga artwork should get printed out without any problems.

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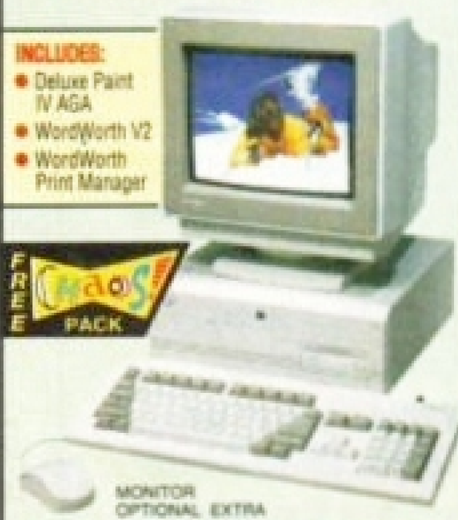
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MUSIC-X

Part 2

In part two of our *Music-X* project, **Maff Evans** introduces you to base level control sequences and gets you started with a basic tune structure.

STARTING OFF THE TUNE

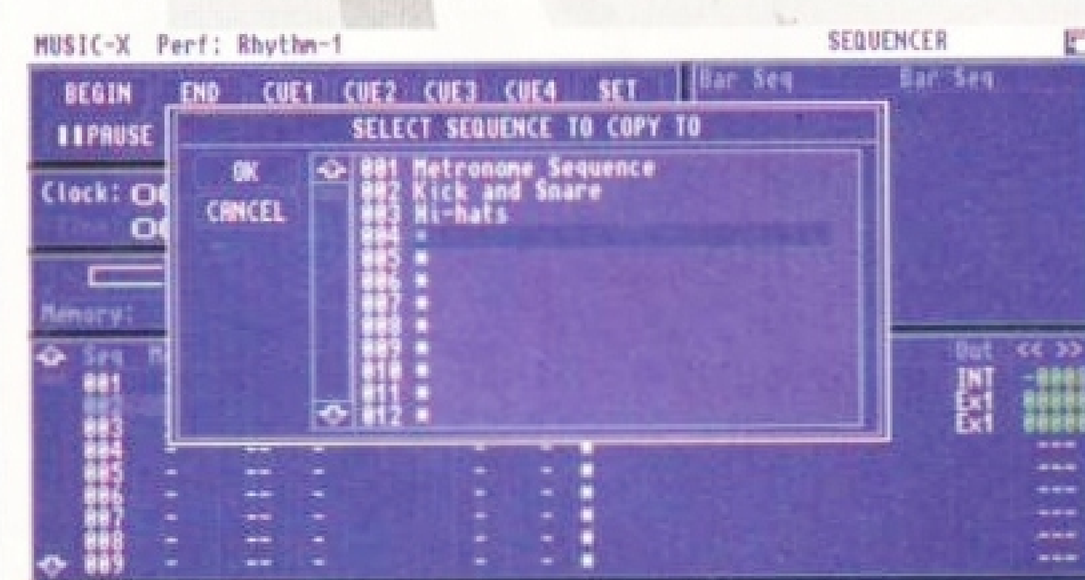
CREATING AND EDITING DRUM PATTERNS



1 Set up your MIDI equipment as specified last month and load the file containing the drum tracks you recorded. You need to round off the lengths of the patterns otherwise the timing will go to pot when you try to play them. Click on the Kick and Snare sequence and then on Edit to enter the edit window.



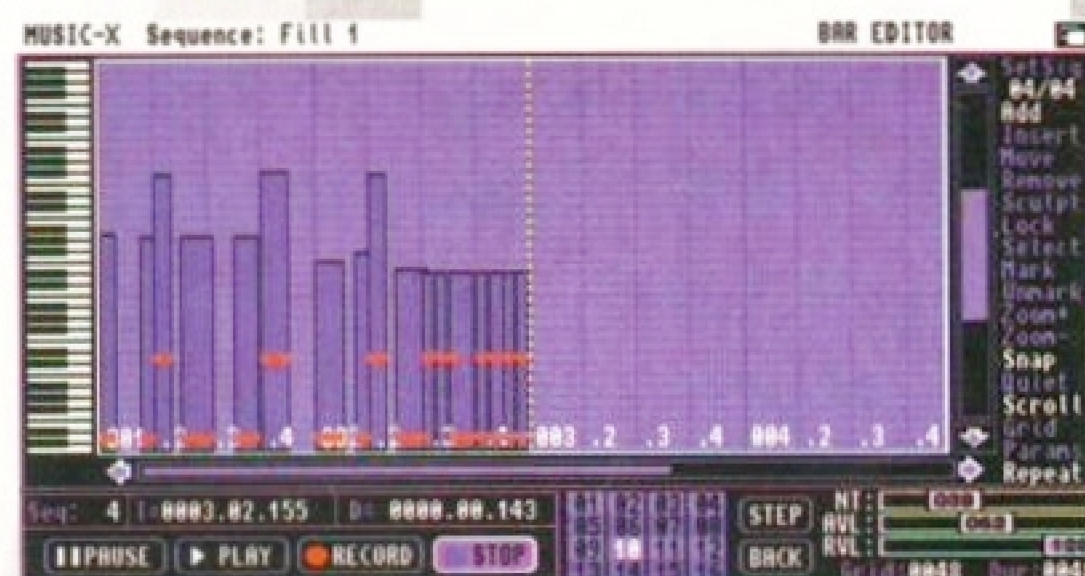
2 Select Event from the Edit menu to go to the Event List. Adjust the pattern length to two bars, by making the number in the Time column next to End 0003.01.000. If there are more notes, type in new times so they end before the third bar. 0002.04.119 pulls them inside the marker. Select Exit from the File menu and Store. Repeat for hi-hat patterns.



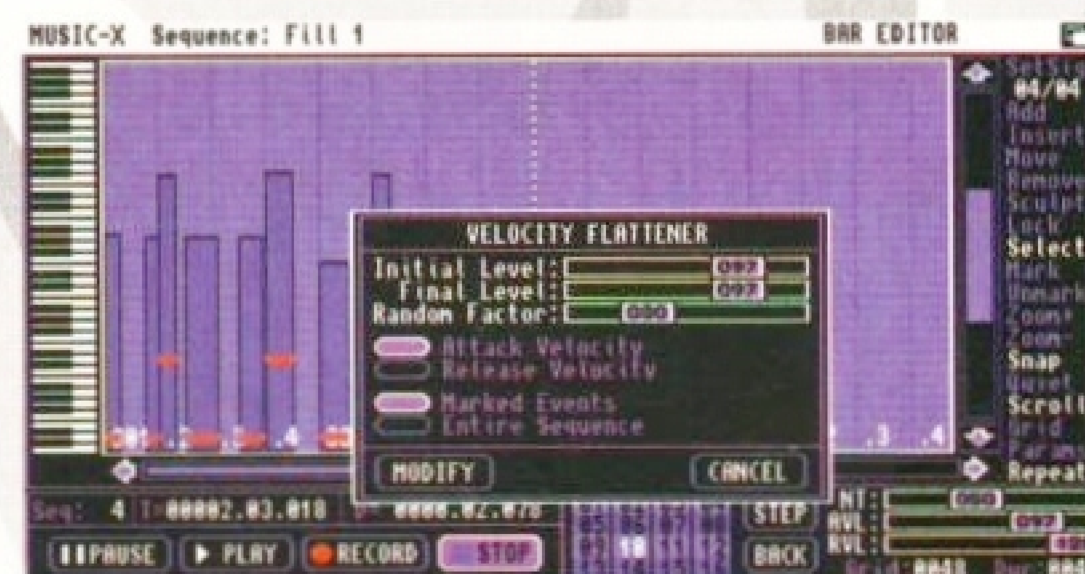
3 To create some fills you must first copy the basic drum pattern. Highlight the Kick and Snare pattern in the list and select Copy Sequence... from the Option menu. When the window appears, select the sequence under the hi-hats and click OK to copy it. To prevent confusion call it Fill 1. Now click on Edit and select Bar from the Edit menu.



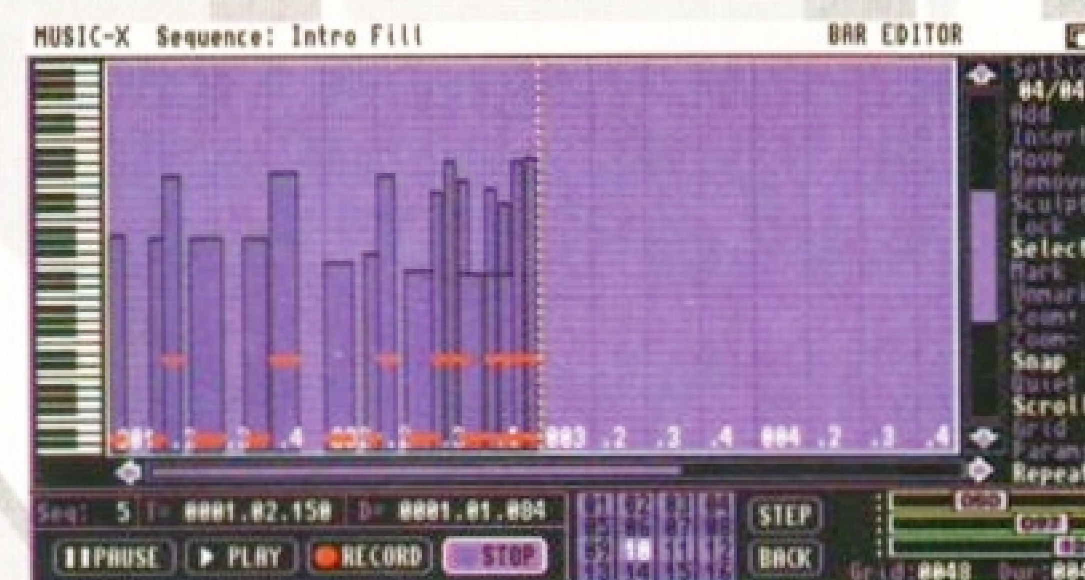
4 Choose Bar from the Edit menu. Select channel 10 from the MIDI channel block at the bottom of the screen and choose Add->Notes from the panel. Bring up the Grid and choose 16th notes (value 048) or eighth notes (value 096) depending on how manic you want the fill to be (16ths are shorter and provide percussion bursts). Click on OK to return to the editor.



5 Click on a snare beat near the end of the second bar and press right Amiga and D to delete it. Repeat this for other tail-end snare and kick beats. Add kick and snare notes by dragging the mouse up and down to find sounds. Put some manic beats near the last beat of the second bar (click Play to hear the pattern). Add and delete notes until the fill sounds right.



6 To make it sound less mechanical click on a snare beat earlier in the bar and note the AVL slider value. Click on Unmark, and on Select. Drag a box around the snare hits you added. In Flatten Velocity (Modules menu), set initial and end values to the AVL you noted. Set the random factor to 30, make sure Marked Events is selected, click on OK. Exit and Store.



7 Choose Copy Sequence from the Option menu to make a copy of the fill in the next position on the list (it should be 005). Call it Intro Fill. Copy it into sequence 006, call the new copy Kicks. Click on Intro Fill in the list and on Edit. With Select active, draw a box around the early snare beats (leave the fill snare beats at the end alone). Use right Amiga D to delete them. Exit and Store.



8 Choose the Kicks sequence (006) in the list and click on Edit. Repeat the process you used to get rid of the snare beats on the Intro Fill, but this time draw a box around all of the snare beats. Use the right Amiga key and D to delete these. Again, select Exit and Store. Now you have your basic rhythm patterns.



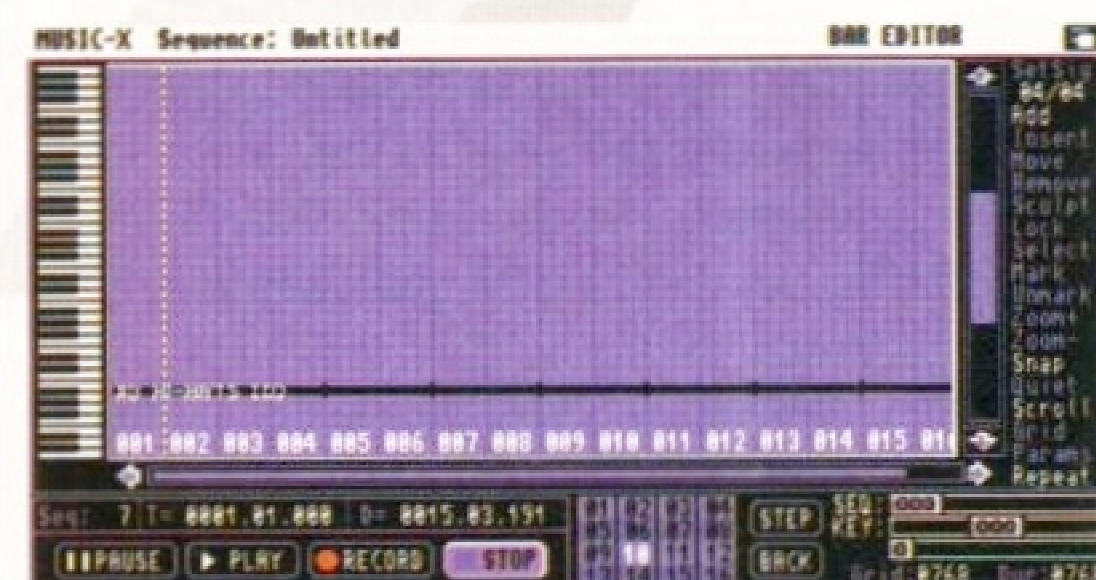
NEXT MONTH CONTINUOUS CONTROLLERS

USING PATTERNS TO FORM A DRUM TRACK

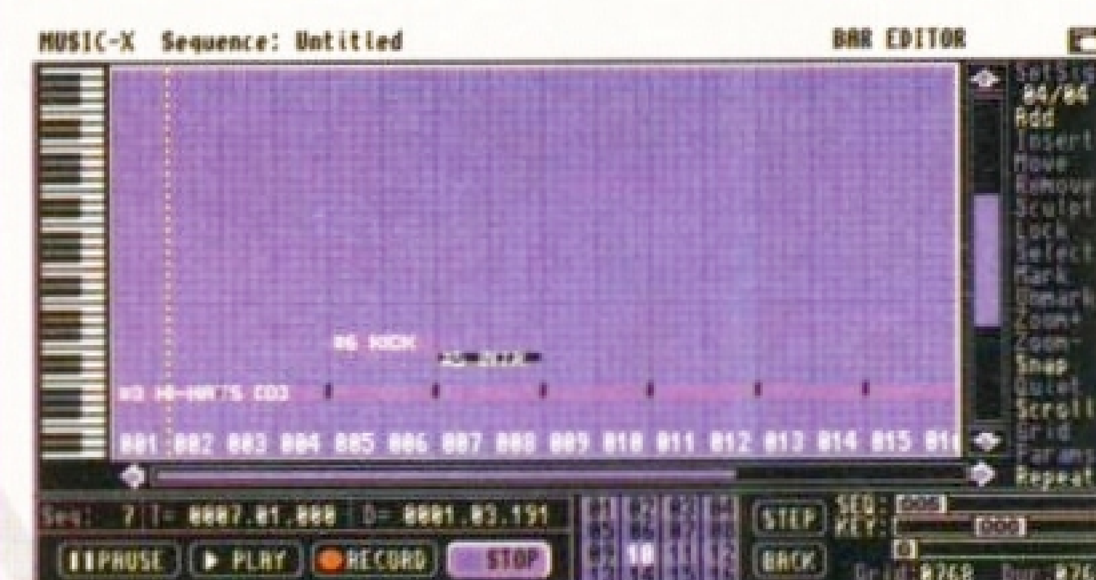
Now that the drum patterns are sorted, you can chain them together to play a rhythm track.



1 Select the next free sequence in the list (it should be 007) and click on Edit. Call up the grid window and set both values to whole notes (this is the oval shape on the far left). Click on Add and then choose Play Sequence. Click on Zoom- a few times until you can see about 16 bars of space, otherwise the bars will be too big to keep track of.



2 Move the pointer near to the left of the window and click the mouse button. A one-bar sequence should appear in black. Hit the Up Cursor key a few times until the sequence turns into sequence #3 (the hi-hat pattern). If you miss, just use Cursor Down to step down the number. Because the Repeat was switched on in the drum pattern you can stretch the pattern out to loop it. Just hold down Shift and press cursor right 15 times to make the pattern play for 16 bars.



3 Move the mouse pointer to bar 005 and click to add another sequence (the previous one will turn pink). Use the Cursor Up key to make this sequence #6, then hold down the Shift key and hit cursor right once to make it two bars long. Add another, make it sequence #5 then stretch it out one bar using Shift and right cursor.



4 Place a further sequence after that, make it #2 and stretch it out another five bars. Add yet another after this, make it #4 and stretch it out by one bar. Click and drag the vertical yellow line (the end marker) until the end of the sequences. Click on Play to hear the drum pattern. Select Exit and Store and call the sequence Intro. Now you have a rhythm intro.

RECORDING A BASS LINE

Time to go back to the keyboard to record a bass sequence. If you want, just go to the edit window and add them with the mouse as detailed in section four of last month's tutorial.



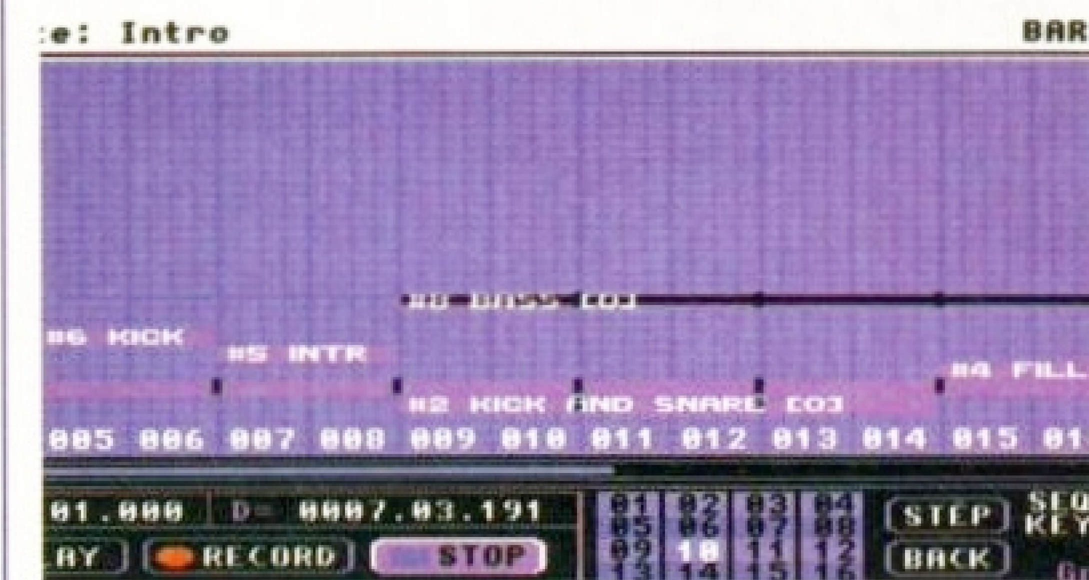
1 Select a suitable bass sound on your synth and assign it to a channel in the multi-timbral set-up (using any channel apart from 10). Click on all the green zeros down the right of the sequence list until they read Off, (leaving just the metronome sequence). This will stop them playing as you record your bass pattern. Select the next free sequence in the list and get ready to play.



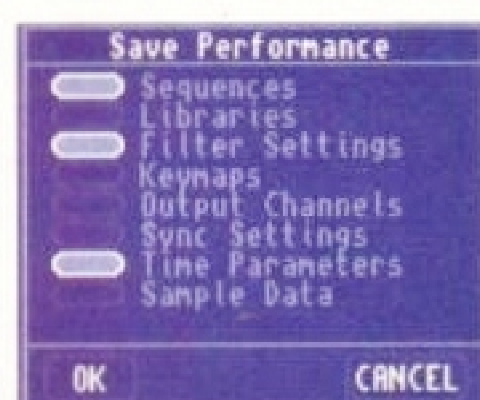
2 Rehearse a short bass line and when you are happy with it click on Record. When the Record window appears, either click on Go or play a key on the keyboard to start the metronome. After a two-bar (eight beat) count-in, play in a short bass line (just a couple of bars will do, since it will be looped later). Then click on Store and name the sequence Bass.



3 Click on Edit and call up the Event page from the Edit menu. Scroll down the list until you get to the End statement. Again, enter a number so that this is on the first beat of the bar after the bass notes. So, if your last bass note is something like 0002.04.093, make the End statement have a time of 0003.01.000, then select Exit and Store.



4 Select the Intro sequence from the list and click on Edit. Choose Bar from the Edit menu and make sure the Grid is set to Whole Notes and Add Play Sequence is selected. Add a sequence at bar 009, make it sequence #8 and stretch it out to the end marker (the yellow line). Click on play to hear the intro of your first tune. Select Exit and Store and save the Performance with the name First Song.



To save a performance, you must first tell *Music-X* what kind of data to put in the file.

SAVING A PERFORMANCE

To save a performance, select Save Performance from the File menu in the Sequencer page. A window appears asking what kind of data you want to save. If you are using MIDI, all you need to have selected (highlighted in blue) is Sequences, Filter Settings, and Time Parameters. If you are using samples, make sure that Sequence Data, Time Parameters and Sample Data are selected. Hit OK to save. When all disk activity has finished, insert a blank disk into the internal drive and click on the DF0 button. If you are using an external or hard drive, click on the appropriate button. Enter a name and click on OK.

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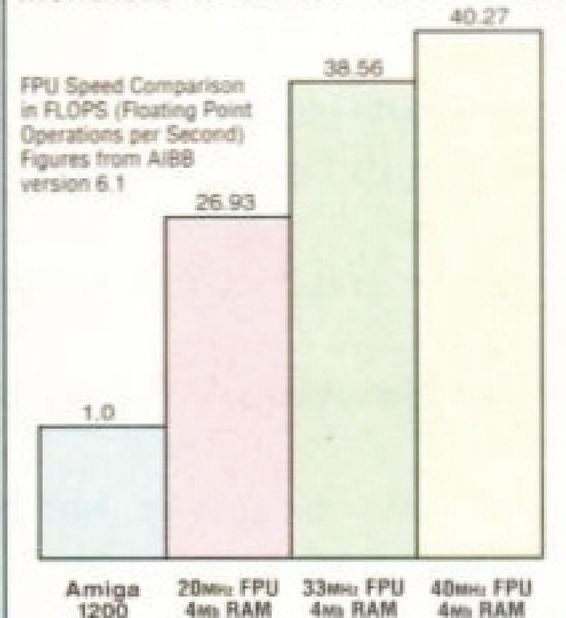


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CUMANA	–	–	–	–	–	–
POWER E	✓	–	✓	✓	–	–
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213A

BLITZ BASIC

Part 1

Our *Blitz Basic* tutorials were so popular, and so many of you asked for more advice about using Blitz, that we've decided to start all over again. In the first of a new series Roy Ferguson kicks off with an introduction to *Blitz Basic*.



**If you want the Blitz Basic Coverdisk from Issue 52 turn to page 148 and order your back issue now!
To find out how to get the full *Blitz Basic 2* package at a special *AF* discount price of £49.95 turn to page 153.**

Everyone wants to program the Amiga, but not everyone knows the best way to go about it. Do you spend a small fortune on a professional *C* compiler and a ton of reference books, or do you trawl the Public Domain libraries for a rough and ready system with negligible documentation and not enough information to code a program with even simple graphics?

Perhaps the best way to start Amiga coding is to begin with a totally integrated development system, such as *Blitz Basic 2*.

Blitz combines ease of use with incredible speed and power. It comes with its own editor to enter and run your programs, and the language itself is easily good enough to write anything from a commercial arcade game to a professional application program.

But what is *Blitz Basic*? As you might have guessed, *Blitz* is a version of the *Basic* programming language for the Amiga. *Blitz* works on any model of Amiga, and it doesn't require a hard drive. Programs can be typed or loaded into the editor (TED), and then compiled, debugged and executed using the pull-down menu options.

Blitz programs are compiled before use, which means the entire program is converted into machine code. This is what gives *Blitz* its immense speed – other languages may be interpreted line-by-line as the program is running, but *Blitz* converts everything at the beginning.

Because *Blitz* is based on the *Basic* language (it stands for *Beginners All-Purpose Symbolic Instruction Code*), all of the commands make at least some sense in English.

To put text on the screen you use the Print command, to jump to another piece of code you use Goto. Hardly taxing on the old memory cells. *Blitz* includes some extra commands specifically for making the most of the Amiga's hardware, so it's ideal for writing programs which feature heavy doses of graphics or sound. Hardware screen scrolling, multi-coloured sprites and blitter objects, sound samples, joystick control – with a bit of effort, anyone can write a game with *Blitz*.

But why should you use *Blitz* when there are lots of other programming languages out there? If you are considering programming, you should ask yourself some questions about your chosen programming language:

- Is it fast enough to run arcade games?
- Is it possible to use the Amiga hardware directly with the language?
- Does the language include graphics and sound support as standard?
- Can it make full use of the Amiga's Intuition operating system?
- Will it produce standalone programs which don't need a copyright library to run?
- Does it include a compiler so I don't need to buy one at a later date?
- Does it support the new AGA chip set?
- Does the programming language come with all the necessary code libraries (known as the Commodore Include files)?
- Is it easy to learn?
- Does it come with a debugger to help you trap any mistakes?

One of the beauties of *Blitz Basic* is that it answers Yes to all of these questions. Another advantage is

BLITZ CODING

***Blitz* adds some rather new programming techniques to *Basic*, and rest assured we'll be taking a good look at them over the coming months. If you ever do any C programming, you'll come across the concept of data types and structures. For example, we could define a new datatype 'computertype' to be:**

```
NEWTYPE .ComputerType name$ processor priceEnd
NEWTYPE
```

We can then assign each part of a variable separately, like this:

```
a.ComputerType\name="A1200"
a.ComputerType\processor=20
a.ComputerType\price=299or even:
a.ComputerType\name="A1200",20,299
```

This sort of data structure is very useful when you start using the more powerful operating system functions. Probably of more immediate use to games programmers are the special Blitz Mode commands. When running in Blitz Mode, the Amiga operating system is temporarily turned off which allows some incredible control over the video hardware. Using commands such as Slice, you can create any Amiga display you like, and then add a custom copperlist.

```
File: scroll.bb2
; BLITZ Basic 2
; Smooth scrollind demo. n.b. this can induce motion sickness

; Start BLITZ mode
BLITZ

; Enable mouse input
Mouse On

; Define bitmap (four times as large as screen) in 8 colours
BitMap 0,640,512,3

; Fill the first screen with circles
For i=0 To 150
  Circle Rnd (320-32)+16,Rnd(256-32)+16,Rnd(16),Rnd(16)
Next

; Copy the single screens contents to the three other duplicate screens
Scroll 0,0,320,256,320,0
Scroll 0,0,640,256,0,256

; Set up the custom graphics display
Slice 0,44,320,256,$fff8,3,8,8,640,640

; The main loop - this repeats until the mouse button is pressed.
While Joyb(0)=0
  VWait
  Show db,x,y
Line:5     Column:5   Largest Mem (K):10205
```

***Blitz* comes with its own editor, TED which highlights command words and allows indentation to provide more structure in your programs. You can load programs into TED and work on them with pull-down menus.**



The normal coding process involves entering your source code into TED either by typing it in, or loading it from disk. The *Blitz* compiler then converts it into machine code which can then be run on your Amiga directly.

IT'S A BUM DEAL

Acid Software want to take care of their registered users, and to this end produce a semi-regular newsletter. The latest version of the *Blitz User Magazine* (tastefully named BUM) is a twin-disk collection of goodies that every *Blitz* user, and especially A1200 owners, will want to get their hands on.

For this version only the newsletter is supplied solely in floppy disk format, but the next edition (*BUM7*) will return to the slightly more readable paper variety. Some of the highlights buried away on the disks include: an updated TED which copes perfectly with AGA screen modes, a 3D object editor (a new 3D library is promised soon), an extremely useful Intuition gadget creation program, some pretty heavy AGA screenmode control routines (as used in *SkidMarks* no less), some CD[32]-specific joypad reading programs, plenty of submissions from dedicated users and, to round off, a kludge to help AGA machines use the debugger properly.

All existing registered *Blitz* users should be hearing about this newsletter in the near future, but if you want more details on *Blitz Basic* and the *BUM* newsletters you should contact the following Acid Software UK address:
Acid Software Distribution Centre,
Unit 15 GuildHall Industrial Estate
Kirk Sandle
Doncaster DN3 1QR
Tel: 0302 890000

that instead of remaining totally faithful to the rather old and sometimes criticised *Basic* language, *Blitz* has added a sprinkling of rather advanced features. Most modern implementations do away with line numbers, but *Blitz* goes one step further and allows special labels to be defined which appear in a separate column on the editor screen, which makes it incredibly easy to find your way around larger programs.

Blitz Basic also provides support for procedures (separate 'blocks' of code to add modularity to programs) and it adds variable typing. It's possible to package together variables in *Blitz* to construct new datatypes (nothing to do with Workbench 3's datatypes).

For example, if a name and address occurs commonly in your program, you can define a data structure which includes a name, an address and even a telephone number into one variable. Linked lists are also supported, and although they require a rather techie programming technique, they offer advanced programmers the option of writing programs which would previously only have been possible in *C*.

The windows and menus offered by the Amiga's Intuition system are fully supported by *Blitz* which means you can write programs that look and feel like proper Amiga applications.

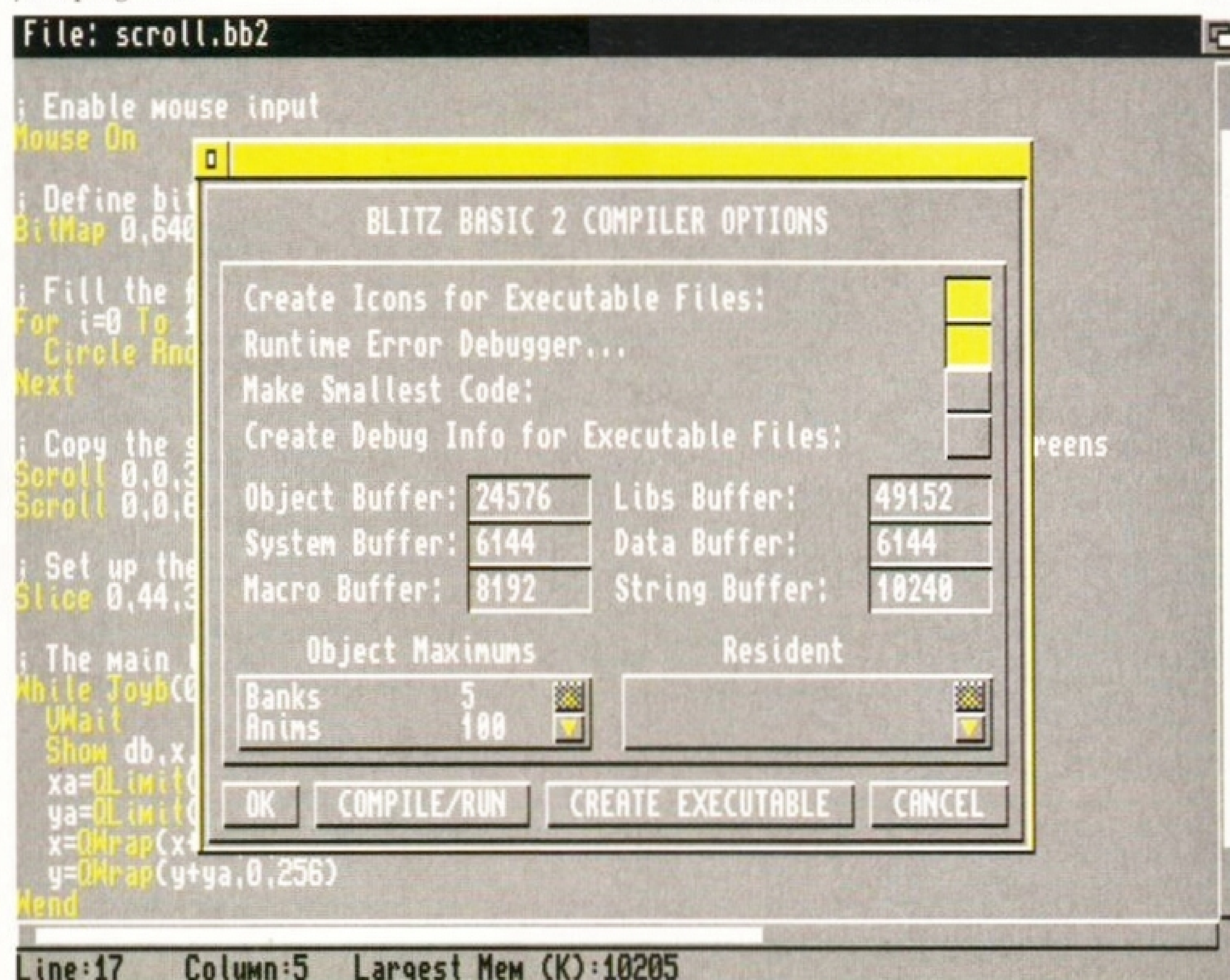
Instead of digging around inside dozens of reference books, all of the features are available with a few *Blitz* commands. If speed is more your thing, you can drop into a special Blitz Mode which gives you complete control over the Amiga video hardware. You can open dual playfield displays, shift sprites around and create custom copper list displays.

Blitz Mode really comes into its own for writing demos and games when speed and total graphical control is essential. *Blitz* also allows access to the Amiga's operating system libraries, which makes just about anything possible. Another big advantage is that the *Blitz* integral assembler means that any really speed-critical parts of your programs can be hand-coded.

Over the next few months, will be showing you how to best take advantage of *Blitz* when writing your programs.

Whether you want to write utilities or games, this remarkable programming language has something to offer everyone who wants to program with their Amiga. And to make sure that you get the most out of these *Blitz* tutorials, we'll try to put the source code on an *Amiga Format* Coverdisk whenever possible.

Next month we'll get started in earnest with programming with *Blitz Basic*, but if there are any topics you particularly want covered don't hesitate to write and let us know.



The *Blitz Basic* Compiler can be completely controlled without leaving the editor (TED), which all makes for a very easy-to-use programming environment. For example, you can get *Blitz* to compile all of your source code directly into stand-alone programs complete with icons.

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Part 8

Inspired by Terry Pratchett's *Discworld* character, this walking tree trunk has three pairs of legs. Each operates logically according to a normal walk cycle but they are out of sync with each other by half a cycle. This produces a centipede-like walk. To achieve the more complex animal-like movement, the cycles would need to be edited at the same time to get the correct timing. *The Animator's Workbook* by Tony White (Phaidon, £14.95) is an excellent guide to these principles.

The CYCLE EDITOR

Brian Larkman shows you how to really get moving by bringing your *Imagine* objects to life with the Cycle Editor.

MOVING OBJECTS OFTEN express much of their character through their style of motion or body language. Usually this is the relative motion of an object, such as the way in which our body flexes as we walk, or the order of movement of a horse's legs as it canters or gallops, the different motions of branches or palm fronds in a breeze or hurricane.

These movements can convey as much about the underlying nature of an object as any amount of careful modelling and texture mapping. You know from previous tutorials that absolute motion along a path is quite easy to create in *Imagine* once you have the knack, but relative motions like the walk cycle would be stunningly difficult to create using these methods. The Cycle Editor is designed for just this sort of task.

The basic principle of the Cycle Editor is to provide simple stick figure versions of the objects that you want to animate. The parts or segments that fit together to make up objects are assigned to the appropriate sticks, and within the Editor it is these sticks that are twisted and pivoted to create the motions that will later be transferred to the actual objects.

For most objects this technique is perfectly adequate, but some complex structures need very precise alignment of the segments relative to each other during the cycle. This is best achieved in the Detail Editor so several cycle editing tools are provided there as well.

TUTORIAL

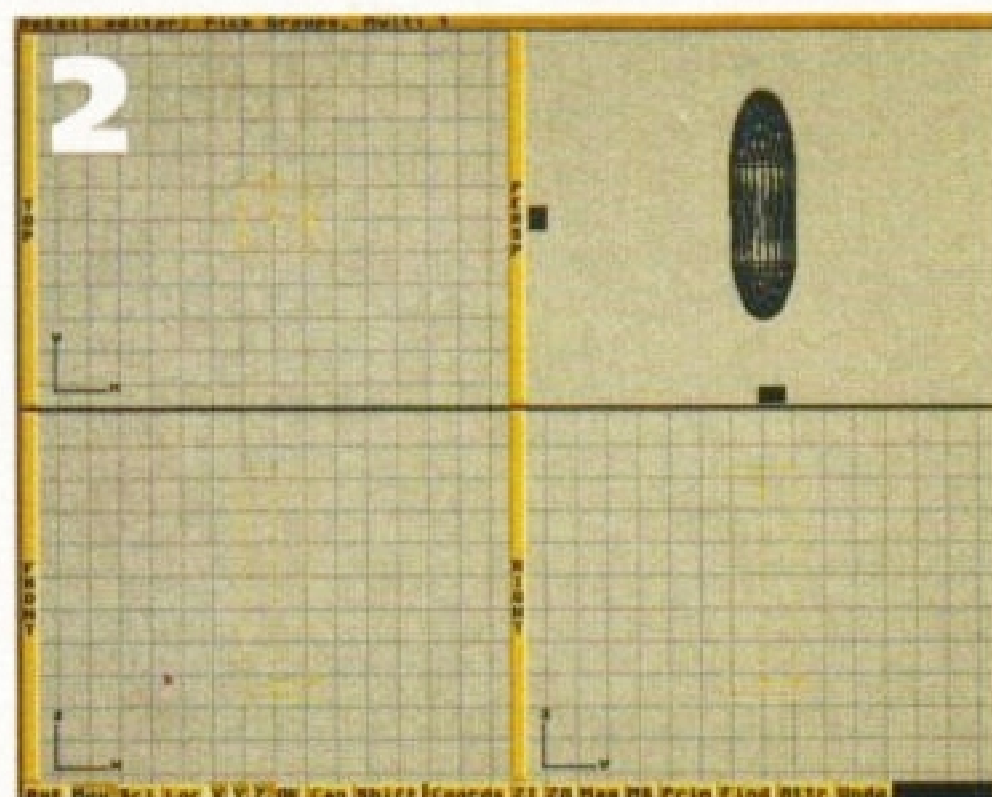
The most obvious use of any Cycle Editor is the normal walk cycle of humans or animals. To illustrate this I have chosen to animate a rough version of the walking trunk or treasure chest from Terry Pratchett's *Discworld* novels. It is coincidence that the bizarre nature of this creature's walk cycle disguises the inadequacy of my animation technique!



1 First of all, you need to build the objects in *Imagine*'s Detail Editor. Each leg of the creature is made up of just three segments: the upper leg, the lower leg, and the foot. To keep things easy, the two leg bits are the same limb object resized, but the foot is modelled separately.

Continued overleaf

In order to create the leg object we'll use Functions/Add/Primitive/Sphere keeping the default parameters. Use Drag Points to treble the height of the sphere into a capsule shape, then scale the X and Y axes to produce the elongated egg shape shown in Figure Two.



2 To ensure that all objects move according to their assigned motion characteristics, the segments must be made in the Object Editor with their axes set up in a particular way. Use the Shift key with Scale, Move and Rotate to position the Axis origin near the bottom of the limb, and the Z Axis pointing back up the limb with its end near the top.

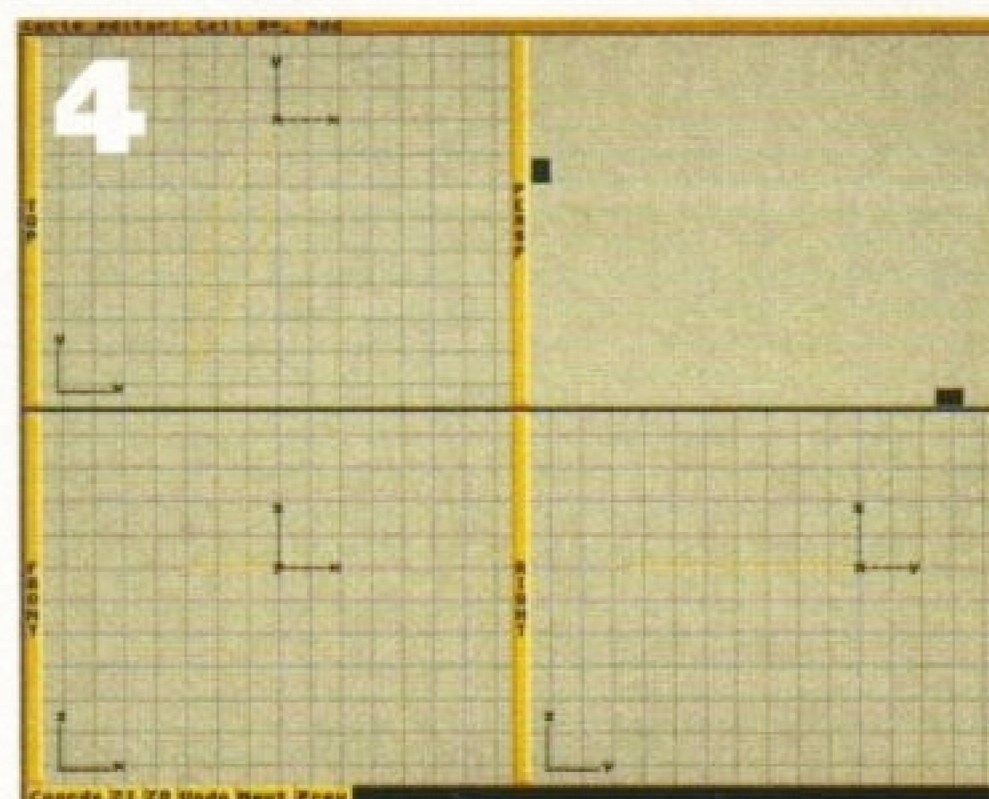
The two ends of the Z Axis are the points by which each limb is joined to the others and around which they pivot. If you imagine that each rounded end is like a ball joint, the ends of the Z Axis should be at the centre of the balls. This makes the two parts overlap and pivot convincingly. Use Attributes to colour the limb. (I used a slightly shiny pink shade.)



3 The foot is based on the same limb object, but it has been ROTated, SCaLed down along the Y Axis and then modelled using Mode/DragPoints and Magnetism. Again it is convenient that the creature should have deformed feet, so you don't have to be too precise. Notice that the axis has been moved and rotated so that the Z Direction is along the length of the foot, and the Z End is rotated up into the ankle at the centre of the imagined ball joint.

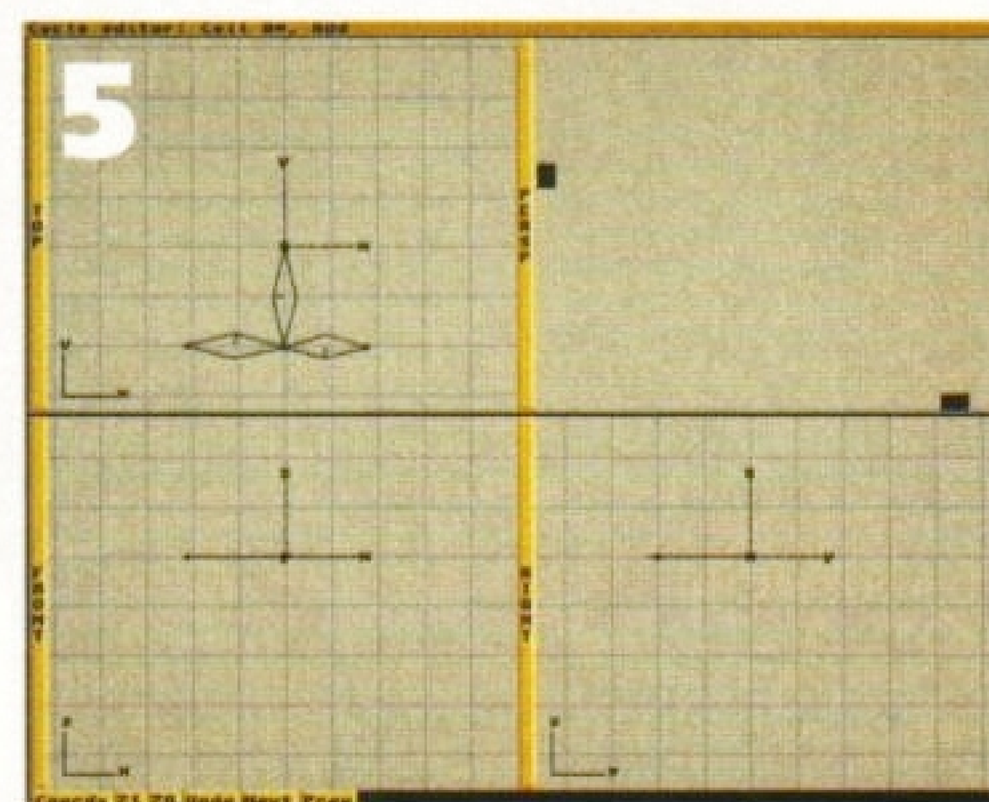
The left and right feet can be produced by making one, and then duplicating it with Object/Copy and Paste, and then flipping the copy with Object/Transformation/Scale using X= -1, Y=1, and Z=1.

For the final scene you will also need a simple rectangular object. I used a wood Texture but if you want your object to look more like the *Discworld* character you may want to model your own complete treasure chest with domed lid, wooden boards, brass bits, locks, hinges and rivets.

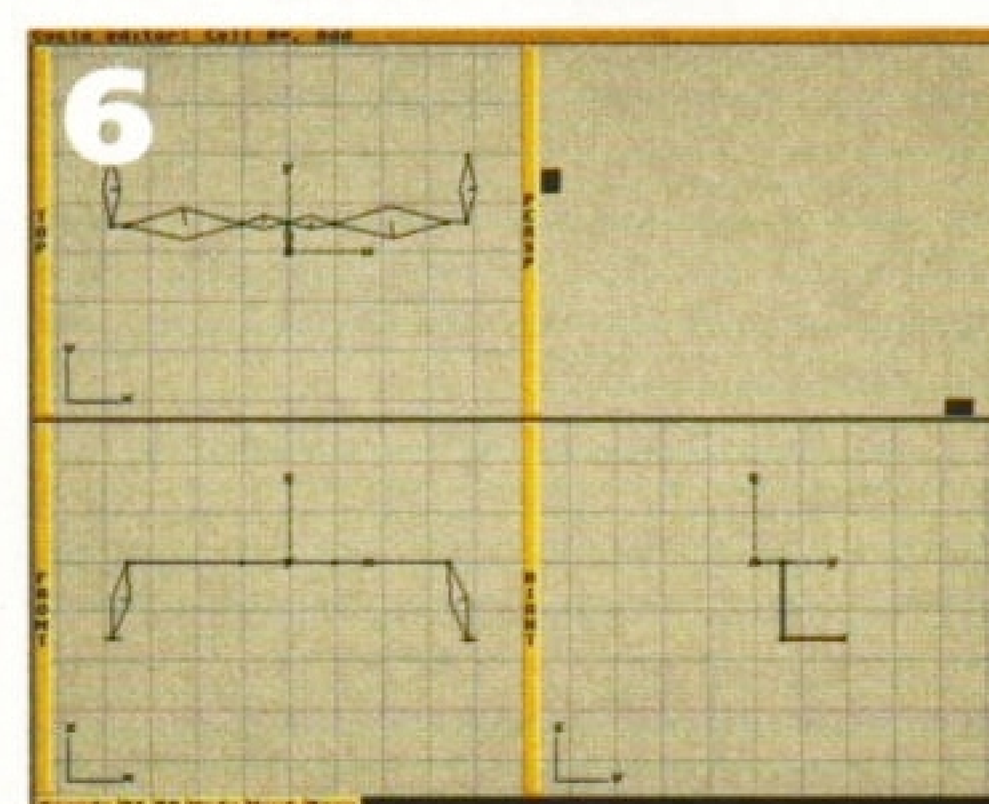


4 The cycle is constructed in the Cycle Editor. The quad-view layout is much like the Detail or Stage Editors until you examine the menus which have a whole new set of commands, some of which are described here.

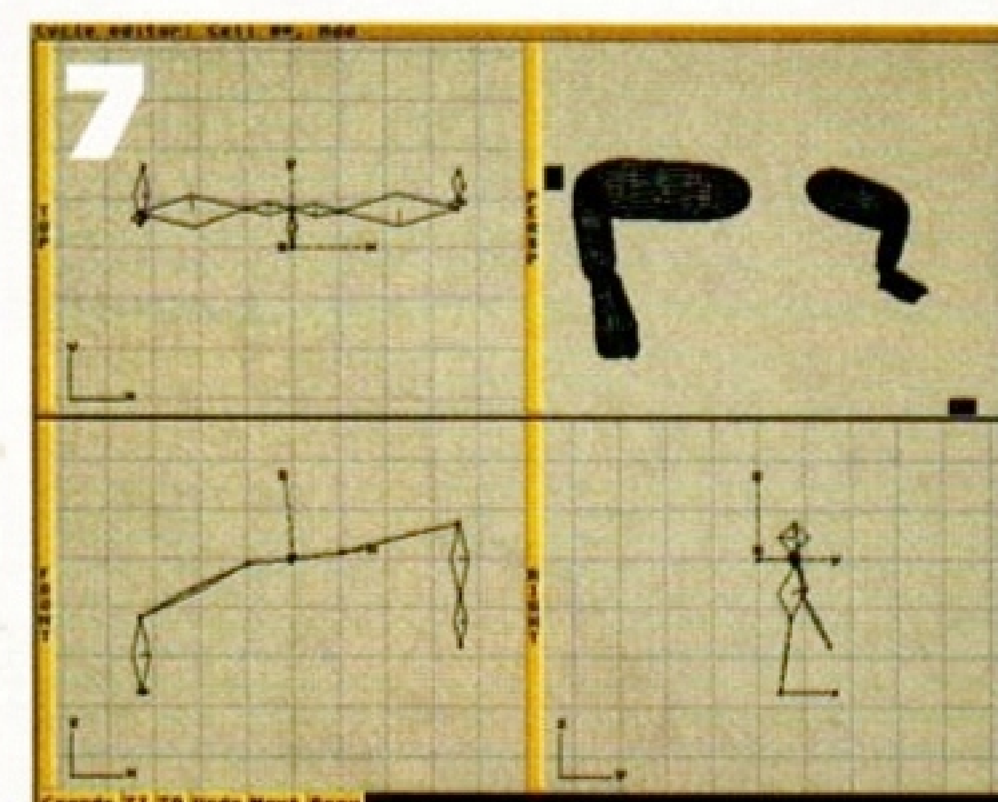
In the Cycle Editor, drag a diamond-shaped link from the origin point at the centre of the Top View. Each segment of an animated object is replaced by one of these sticks or links that represents the Z Axis of that segment. As a guide, one side of the diamond has a small mark to distinguish it.



5 From the end of this first diamond, drag two further links. In terms of an object hierarchy, these are children of the first link. Using a hierarchy enables an animator to move linked objects easily. For example, rotating an elbow moves the forearm, wrist, hand, and fingers with it instead of the animator having to move each part separately. Similarly, rotating a wrist will only move the hand and fingers, while bending a finger only moves that finger.

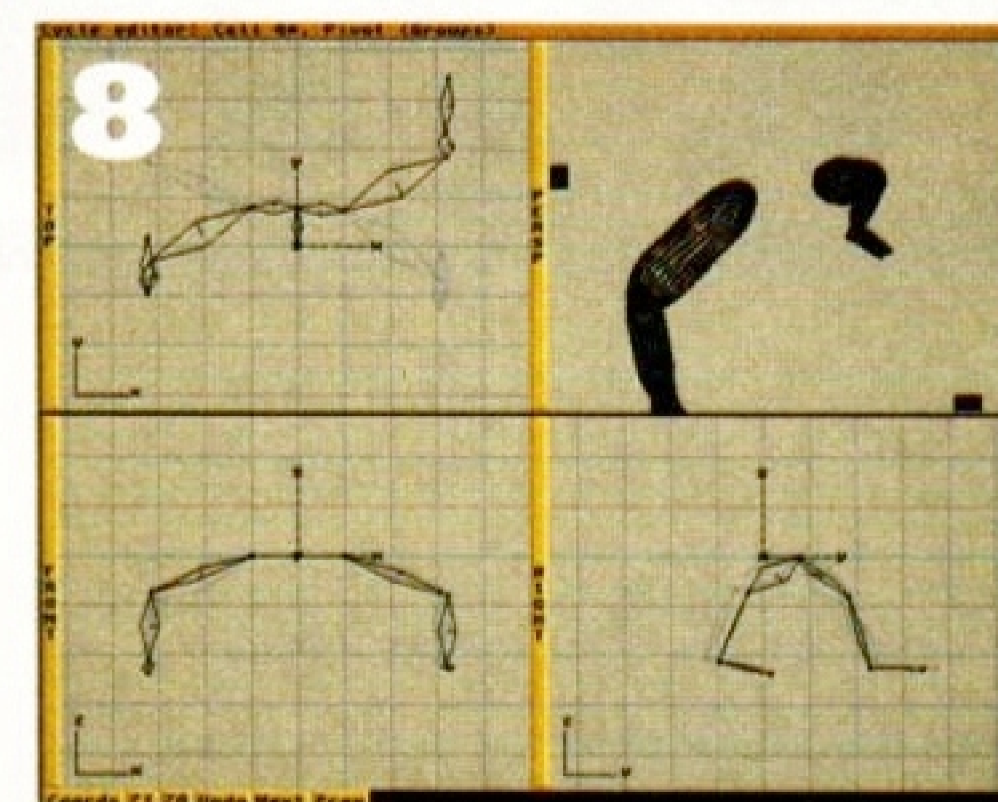


6 So far what you have created are Null Links which have no objects assigned to them. They are just there to aid with manipulating the limbs and will not be visible when you render. Now we need to get walking! Add more links, in the form shown, to each of the child links. Use all three of the views to get the correct orientations and matching sizes. You may need to delete mistakes, or undo actions, or even start a new object. Notice that you start in Add Mode (shown on the menu bar feedback). Delete and Move Modes are available on the Mode menu. At this stage try to avoid using Pivot or Twist and do not use Assign. Save the object as LegsAtRest.



7 The previous pose was the at-rest position and defines the size and position of the limbs. From now on you should not use the Move Mode because this changes the relative size of the segment moved (only one end of the Z Axis is moved so it is stretched.) Using only Pivot and Twist Modes change the pose to the one shown.

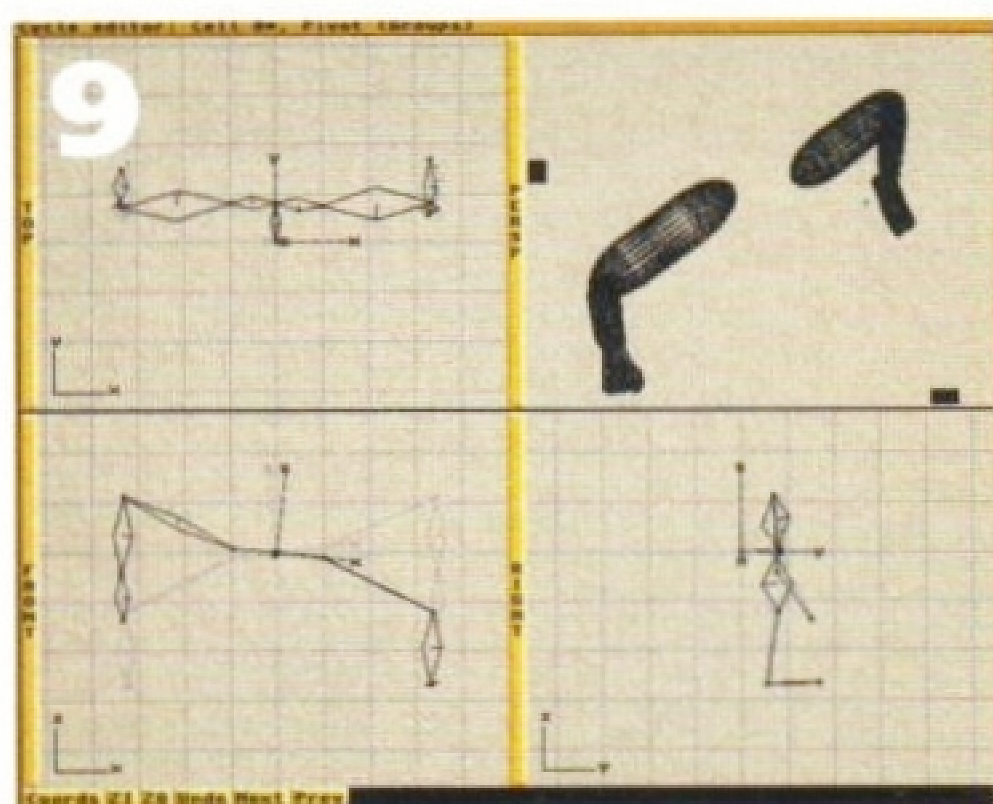
The pose is based on the positions of my arms, as if crawling on all fours, in mid-stride. Try the pose yourself – it helps! Notice that the foot moving forward is drooping in the Right View and in the Front View the whole object has been tilted. Now pivot the lower leg and foot upright again.



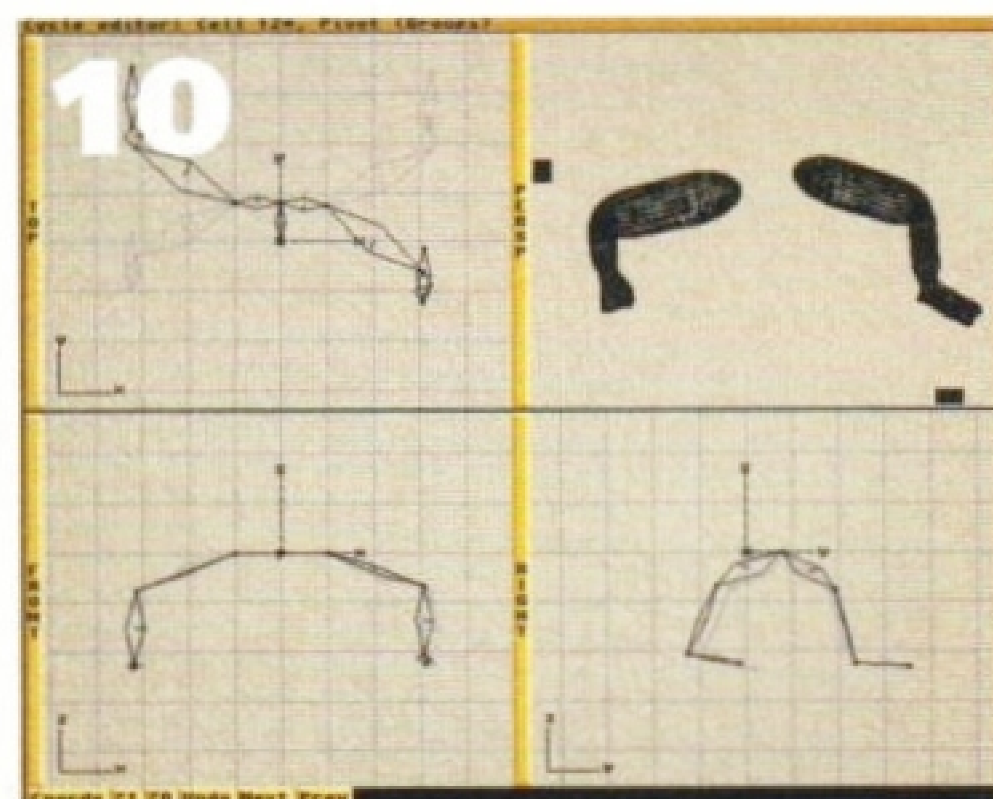
8 This walk cycle is going to operate over 16 cells or frames. You don't have to set up new poses for every frame, though, because the Cycle Editor lets you position Key Frames. We shall make Keys at the extremes of the cycle.

Use Cell/GoTo and type 4 to move to cell 4. The previous Key Pose (cell 0) is copied across. Pivot and Twist the links to match the pose in my screen shot. Notice that the Null Links are horizontal again, that the leading foot is flat and that the trailing foot is just lifting for the push forward. Use Cell/MakeKey to make this a Key Cell (note the * next to the cell number on the menu bar denoting a Key Cell). Save.

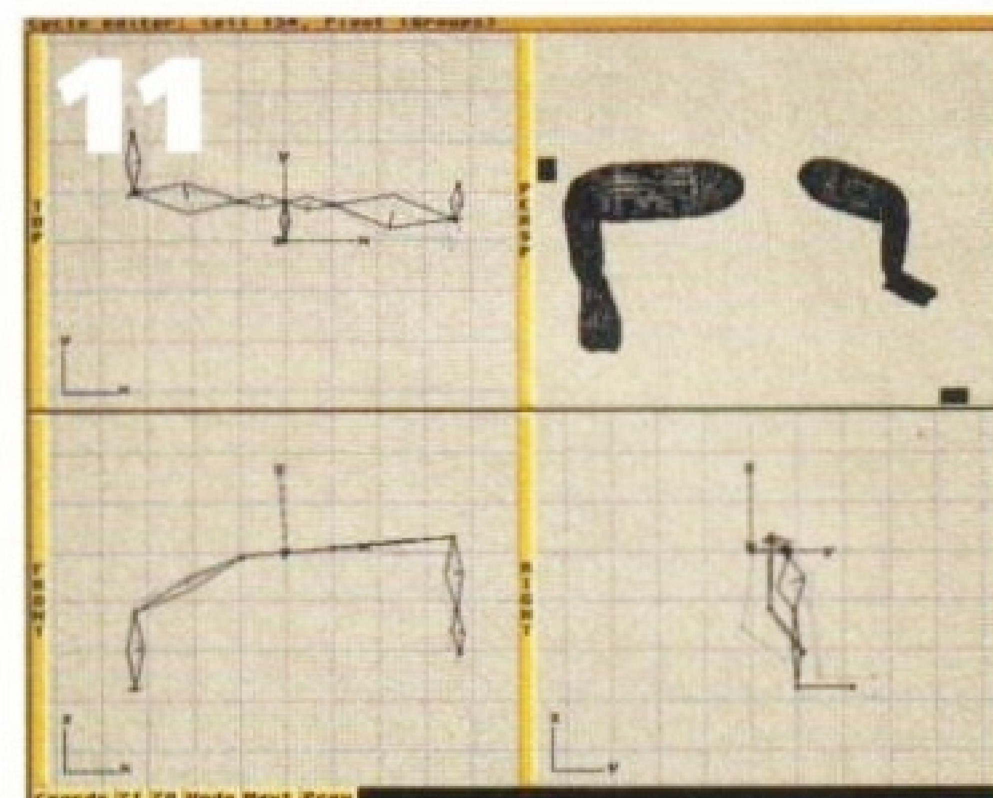
9 Use Cell/GoTo and type 8 to move to cell 8. We are now half way through the cycle so the pose should be a mirror image of that in cell 0. Notice that (as in the previous illustration) there is a pale grey onion skin image of the previous pose. This is to help with matching poses. In this case GoTo the first pose then GoTo cell 8. Creating a



mirror version will now be much easier. Notice that in my screenshot, the two poses match in the Side View, but the Null Links are slightly tilted again, opposite to those in cell 0. Use Cell/MakeKey to make this a Key Cell. Save.

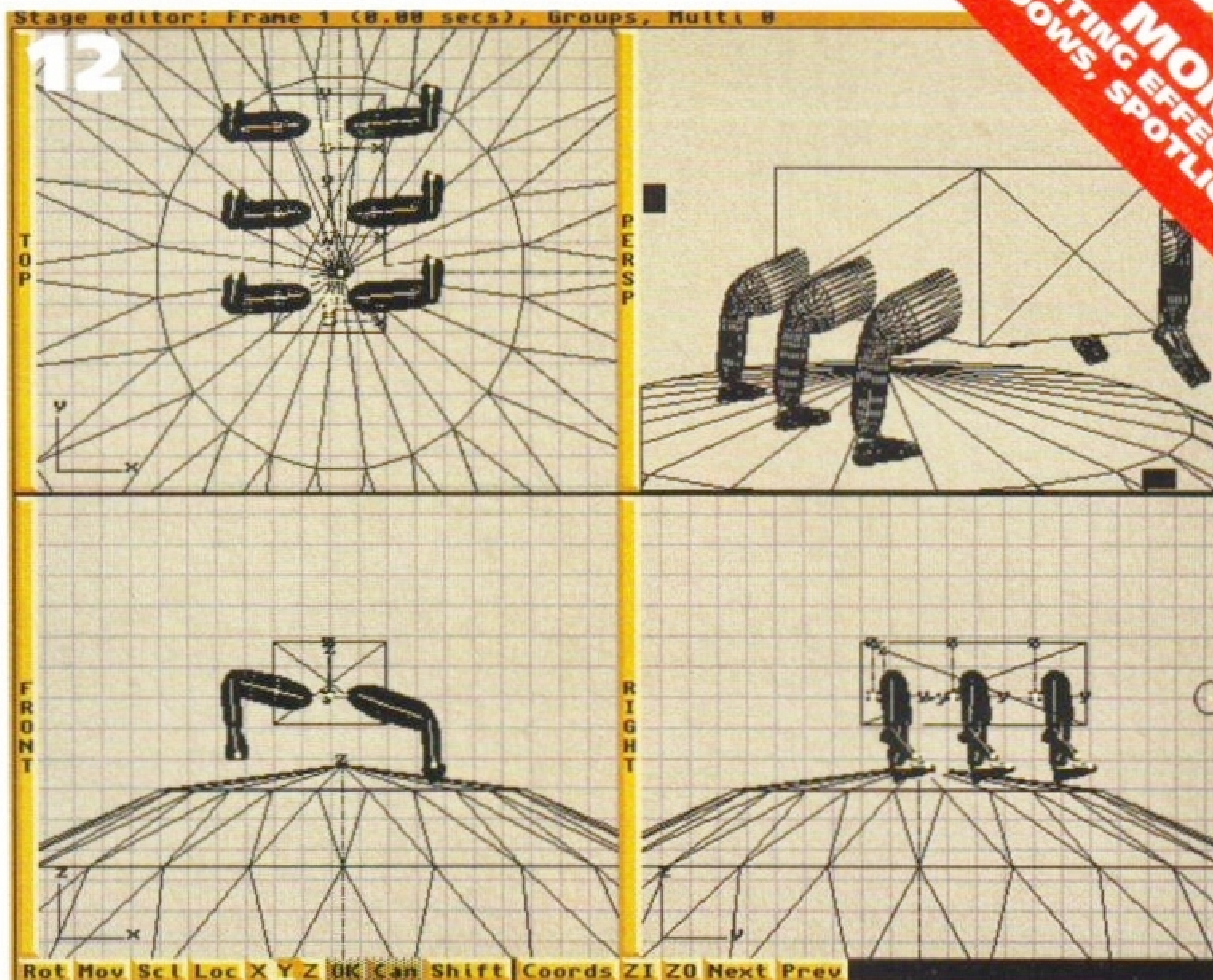


10 Cell/GoTo cell 12. Once again this pose should be a mirror image, this time of that in cell 4. And again to help with matching poses GoTo cell 4 then GoTo cell 12. Pivot and Twist to reflect cell 4. If you get into a mess, notice the position of the mark in each diamond link in the tutorial illustration. Use Cell/MakeKey to make this a Key Cell. Save.



11 The last Key Frame is slightly more complicated to describe, though easier to set up. The first and last frames are always Key Frames. If the last frame was the same as the first there would be a pause in the cycle. The easiest way to overcome this is to add an extra frame and then delete it afterwards.

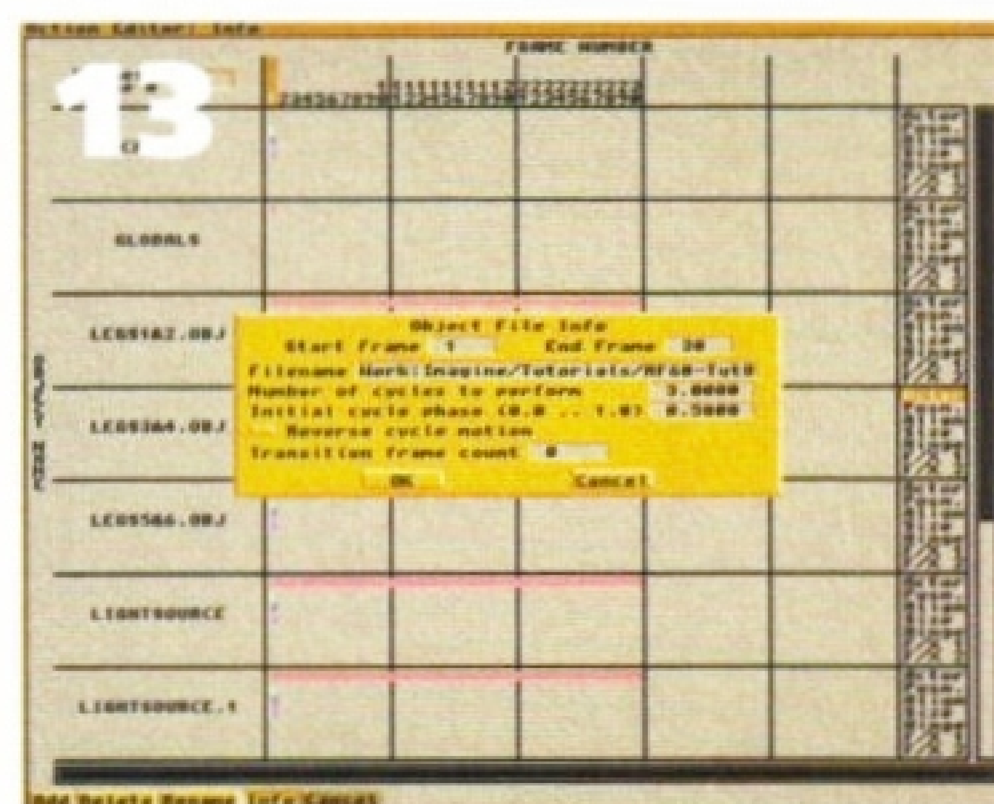
GoTo one frame beyond the number you require, in this case to frame 16. Use Cell/Copy From and choose frame 0. Use Cell/Prev to go to cell 15, make it a Key Frame. Go to cell 16 and use Cell/Remove. Now the last frame is cell 15 giving a cycle of 16 frames (0-15). Save. If you want to see what the cycle looks like, adjust the Perspective View for a good viewing angle and use



Animate/Make then Play Loop. If you see any obvious errors try using the Step control to see which frame is at fault and go back to adjust it.

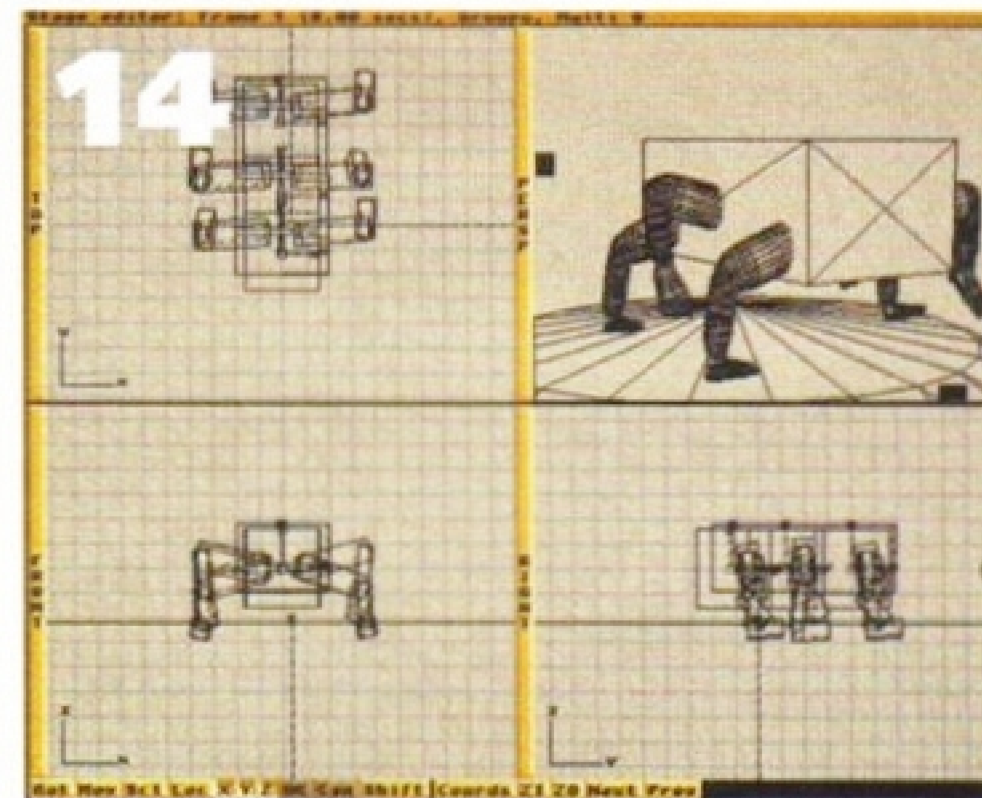
12 The next step is to set up a full scene in the Stage Editor. As the original trunk had 12 or 14 pairs of legs this might seem an almost impossible task, but in *Imagine* things are rarely as bad as you think. For the insect-like walk of this trunk creature, you can place as many pairs of legs as you like, and alter their walk cycle with the Action Editor.

In the Stage Editor, Object/Load a pair of legs and move them slightly along their axis of movement. Object/Load a second and third pair, moving them to match those shown in this illustration. Object/Load the trunk object you made (preferably sized correctly in advance in the Detail Editor). Object/Load a ground for them to walk on (I have used a large sphere for effect). Project/Save Changes.



13 Obviously all pairs of legs are in the same position in the cycle – not very practical! Move to the Action Editor. Change the Highest Frame number to a reasonable amount – in this case 30 frames. Click on the first Legs Object Actor timeline (reddish colour blob) and the Object File Info requester will appear. Make the End Frame equal your total number of frames, then make the Number Of Cycles To Perform equal the number you require. (In this case three). This number does not have to exactly divide into the number of frames to make a looping animation. *Imagine* adjusts the objects and cycles to match your request. Easy!)

The Initial Cycle Phase can be set to suit the leg synchronisation that you want. In this example I have left the front and back pairs the same and the middle pair 0.5 (half a cycle) out of sync. If you have five pairs of legs you could have alternate pairs set to 0.5 or the first at 0.0, the second at 0.2, the third at 0.4, the fourth at 0.6 and the fifth at 0.8 to get a centipede-like or Mexican Wave effect.



14 When you return to frame one in the Stage Editor (after saving changes), the legs will be adjusted accordingly. If you adjust the camera for a good view and add lights (make sure they have a full timeline in Action), you can try a trial animation – Animation/Make. If that is good try a full render. Mine look OK, but the movement of the joints looks rather mechanical because the flesh does not flex. The only way to do this is to use the morphing technique described in *AF57*. For a complex walk cycle like this, morphing is difficult because you cannot see the changes in the interactive way that the Cycle Editor provides. What is needed is animated Spline editing. Maybe we'll see that in *Imagine 4*!

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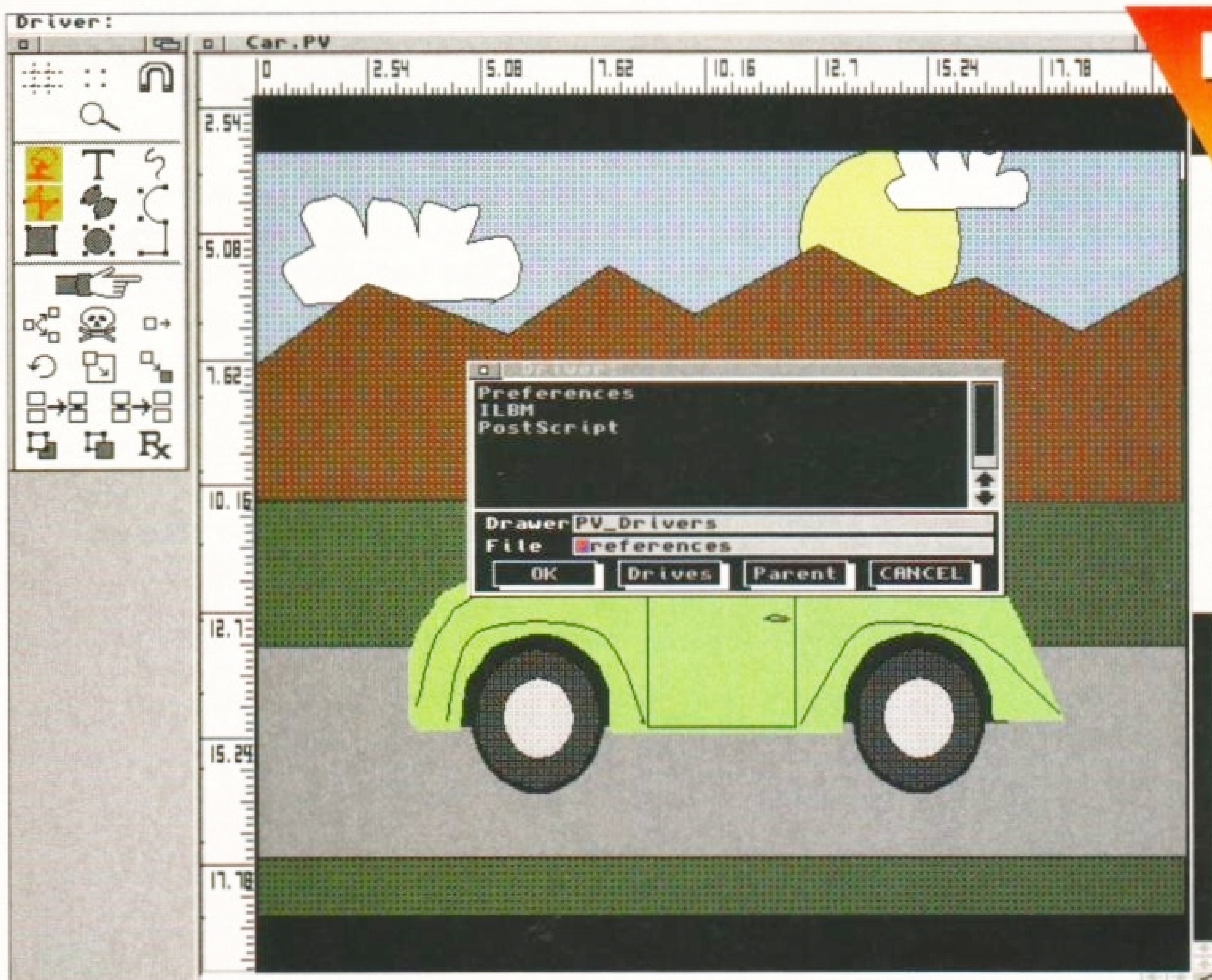
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PROVECTOR

NEXT MONTH TEXT HANDLING AND MAKING LOGOS

Part 3



ProVector is best used for creating images for use in desktop publishing packages, but how do you print them out to make sure they look like you want them to? Find out below.

Marcus Dyson explains how to print out your *ProVector* drawings.

Last month we took a look at exporting a *ProVector* drawing as a bitmap so that it could be used in a paint package. Since then we've been deluged with enquiries about how to print out *ProVector* drawings.

It's a similar process to the one described last month, and the only confusing element is that the *ProVector* program uses the term 'plot' for print.

ProVector has a system of drivers to control the form and destination of an output file, so if you select the ILBM driver, as we did last month, an IFF file is directed to a destination specified with a file requester. If you select the PostScript or Preferences driver, the picture is interpreted for printing and sent to the printer port.

But how does *ProVector* know which printer port you are using? That's simple: it uses the printer set-up you have specified under your preferences. If you don't know how to do this, refer to your Amiga Workbench manual, or see the Workbench tutorial in Issue 59 of *Amiga Format*.

Assuming that your preferences are all set and ready to go, this is how we print in *ProVector*.

1 Open the picture you wish to print. I'm using the car picture we created in *AF58*.

2 Select either Full Plot or Partial Plot from the Project menu. Full Plot prints out the whole picture, including the parts of the page area that you haven't used to draw on. Partial Plot only prints what is visible on screen. You can use the magnifying tool to zoom in on the bit you want, and use Partial Plot to exclude the rest of the picture.

3 When the Driver window appears, select the printer you require. Preferences is OK for most users. If you have a PostScript printer refer to the box below. Selecting ILBM outputs an IFF file

4 A window will appear where you can make some choices about your print-out. These include:

B&W: If your printer is a mono device, this will be highlighted.

Colour: If your printer is mono, this will be greyed out. If you have a colour printer you can choose either a colour or mono print-out.

Dither: This gives a grey scale image on a mono printer, or extends the palette of a colour printer by mixing the colours of the ribbons or inkjets.

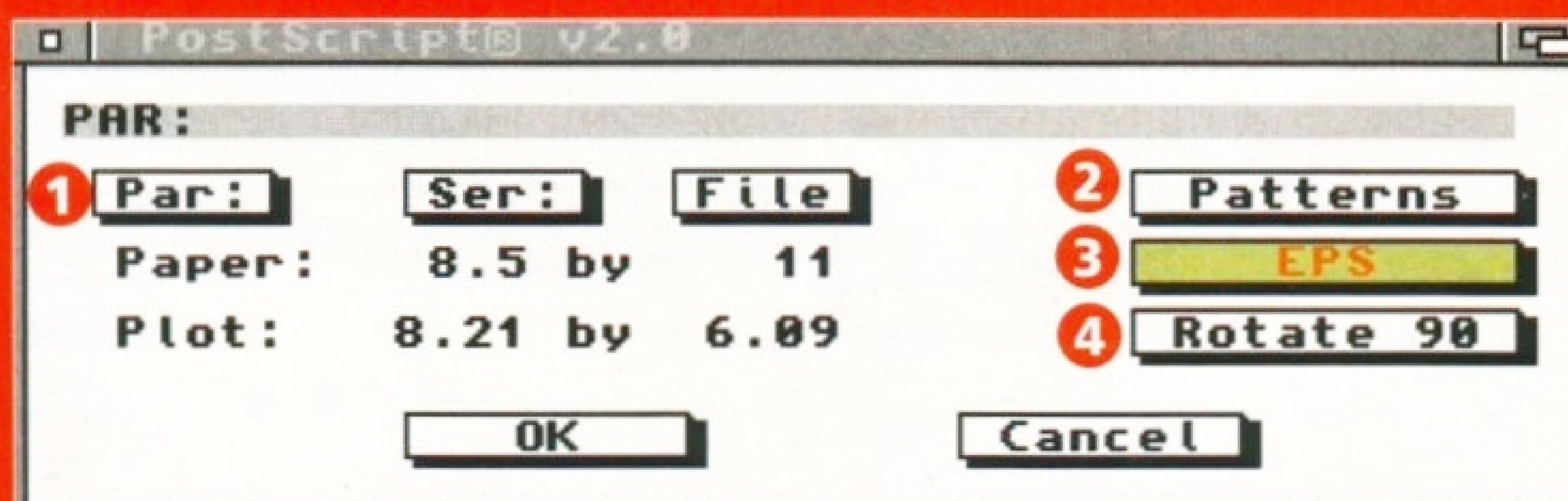
Patterns: If this gadget is selected, the structured pattern fills you have used in your drawing will be rendered by the printer. This can take an awful lot of time and memory, so make sure that it's not selected if you only want to print rough page proofs.

Advance: When this gadget is selected, your printer will form feed a page after completing the print-out. Some printers do this automatically

5 Clicking on OK starts the print-out, and assuming you've selected all the correct settings, you should get an excellent hard copy of your drawing of the car.

HEWLETT PACKARD OWNERS – Take note! Users of printers, or plotters which use Hewlett Packards' printer language will find that *ProVector 3* (available shortly) has an HPGL driver. This was omitted from the *ProVector* Coverdisk for reasons of space, and because such printers are very uncommon for the Amiga.

USING A POSTSCRIPT PRINTER



If you select the PostScript option, you'll be faced with the above screen. Here's what to do.

1 Par: Ser: and File: These gadgets control the destination of the PostScript output. You can direct it to a PostScript printer connected to either the parallel or serial ports, or just write the PostScript file to disk.

2 Patterns: With this option selected, the structured fill patterns are converted to PostScript information and printed. This takes a lot of time and memory, so don't use it for printing out rough page proofs, unless you've got a lot of time to waste.

3 EPS: When this is selected, the file is written as an Encapsulated PostScript File, and may be imported into many DTP or word publishing programs, such as *Final Writer*. If the gadget is not selected, *ProVector* writes files in the DR2D format, used by Amiga DTP packages such as *PageStream*. When printing directly to a PostScript printer, if the EPS gadget is selected, a Partial Plot will not be automatically scaled to fill the page.

4 Rotate 90: This is for importing landscape pictures. Sometimes the picture is displayed on its side. Selecting the Rotate 90 gadget before generating the EPS solves this problem.

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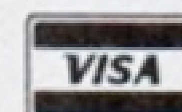
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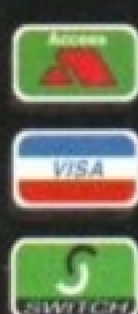
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INTERNET: THE WORLD SERVICE

This month, Richard Baguley investigates the Internet, the biggest network in the world.

If you thought that the amateur networks we covered in last month's comms pages looked big and confusing, then this month, I've got something that is really going to blow your socks off – the Internet, the biggest network in the world.

In fact, the Internet is so big that nobody really knows how big it is. At the last count, there were in the region of 2,200,000 computers connected to the system, and each of these could have several hundred users.

The Internet began life in the late Sixties as a military network called ARPAnet, but the United States Defence Department handed the entire thing over to a number of American universities in the early Seventies.

Since then, the network has grown and spread across the world to include companies, television stations and magazines. Most of the computers (which are also called sites) on the network are connected together by leased telephone lines, so all that you need to do is to call one site and you can then connect to all of the others.

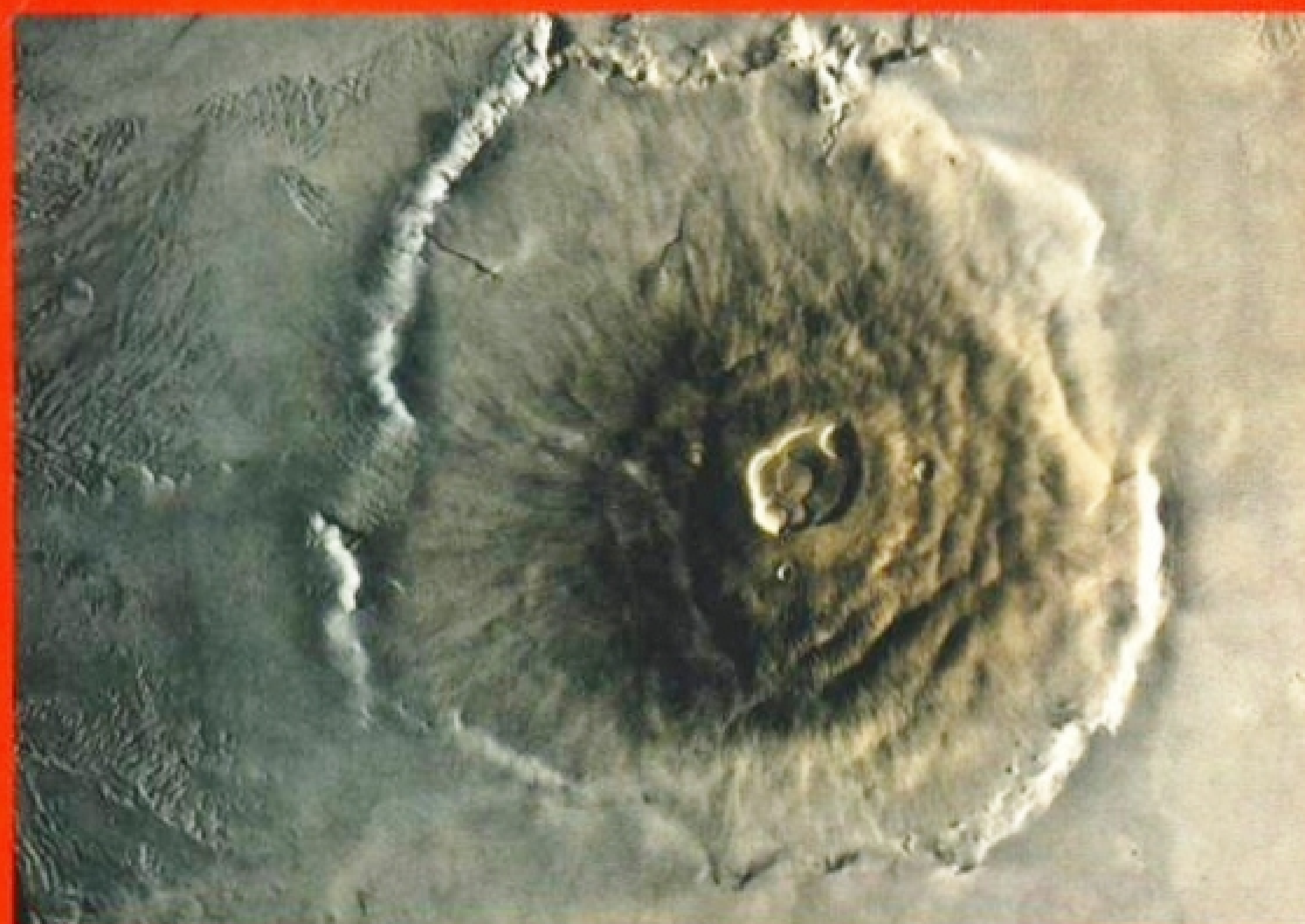
But the Internet is not just about computers. In fact it's a treasure chest of useful (and not so useful) information where you can find out almost anything about virtually everything. Once you're linked in to the Internet, you can access any other computer that allows public access on the network whether it's just down the road or on the other side of the world.

The only bill you have to pay to access machines all over the world is the phone bill to connect your machine into the Internet, which could just be a local call away.

You can not only get hold of files, but you can also get take part in discussions on a huge range of subjects. This section of the Internet is called Usenet, and it's divided up into around 9,000 newsgroups (similar to Fidonet Echoes) on subjects as diverse as human sexuality and surfing. There are several dedicated Amiga newsgroups, on the Internet, and it's not unusual to see impor-


The US library of Congress has put its Dead Sea Scrolls exhibition on line. You can get the images from FTP.LOC.GOV.

WHERE ARE THE INTERESTING FILES?


This isn't a *Vista* render, but a satellite image of Olympus Mons on Mars, as taken by one of NASA's satellites. You can find it on EXPLORER.ARC.NASA.GOV.

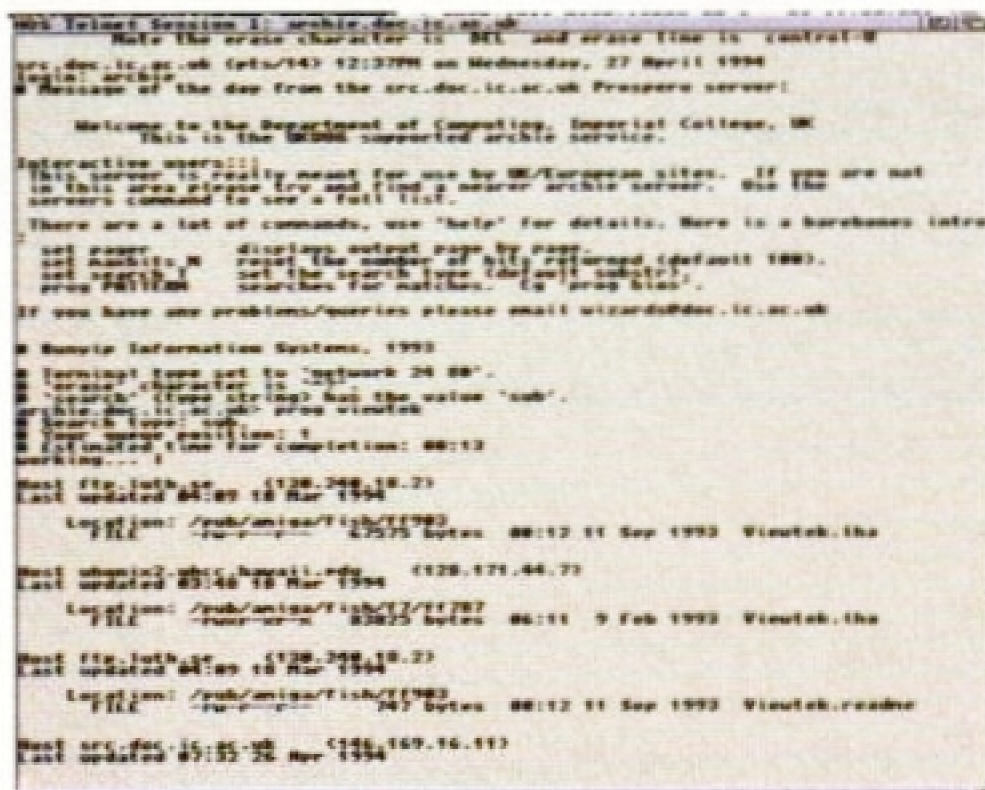
There is absolutely no way I could bring you a comprehensive list of all of the Internet sites which hold useful or interesting files, but here are a few that you might find worth investigating. All of them accept an anonymous File Transfer Program (FTP), so you can log on to them and download files by using the name Anonymous and sending your address as a password.

FTP.DOC.IC.AC.UK
This site is one of many which are part of a network known as Aminet, which holds software for the Amiga. There are many hundreds of megabytes of files for the Amiga user, ranging from utility programs to files which tell you how to build your own SCSI interface.

EXPLORER.ARC.NASA.GOV
This site holds a profusion of scanned photographs from various NASA missions in both GIF and JPEG format. It also holds several hundred text files on spacey subjects such as forthcoming missions, current status of deep-space craft and many other subjects.

HANDICAP.SHEL.ISC-BR.COM
A wide selection of files on various aspects of disabilities, ranging from Autism to Work And The Handicapped.

FTP.SPIES.COM
There are all manner of peculiar things here, including information on how to build your own UFO, the truth(?) about the alien cover-up conspiracy and a collection of Whitehouse press releases.



If you need to find a certain file, ask the program that knows its way around the Internet. Ask *Archie*.

tant developers and Commodore employees popping up every now and then.

As with Fidonet, you can set up your own mail address and use this for sending and receiving messages from anybody else who has an Internet address. This not only covers several million fellow Amiga users, but many companies (such as Soft-Logik and ASDG) have Internet addresses, so you can obtain technical support from them.

The fact that the Internet is so big can make it difficult to find your way around and it can be a time-consuming business finding the subject you're interested in. Fortunately, there are ways and means of getting round this, the most important of which is *Archie*. *Archie* is a very nice program which does all of the searching for you.

To use *Archie* you just have to call it up (the UK *Archie* server is at ARCHIE.DOC.IC.UK.AC), supply certain keywords (such as Amiga, Dante or Bondage) and *Archie* will search through the comprehensive lists it holds for all file names containing these key words. *Archie* will then tell you where the programs are held, and some versions will even get the program for you.

You don't have to be connected while this is going on, so you can call *Archie*, set it searching and call back later. You can even ask *Archie* to do a search by sending a message to it.

GET NETTED

Getting connected to the Internet is not, unfortunately, as simple as calling a Bulletin Board. Some on-line services (such as CiX, 081-390 8446) allow you limited Internet access, but if you want to get really involved with the Internet, you'll need to see about setting up your own site and find out about getting your own Internet address.

Companies such as Demon Internet Services (081-349 0063) can set up an Internet address for you and supply you with all of the requisite software. This software is not particularly elegant or easy to use but it does the job. Demon charge £12.50 to set up the address and £10 a month for unlimited access, so you can stay on line for as long as your telephone bill will stand.

If you are a student at a university or a polytechnic, you probably already have access to the Internet, because most educational establishments are linked to it.

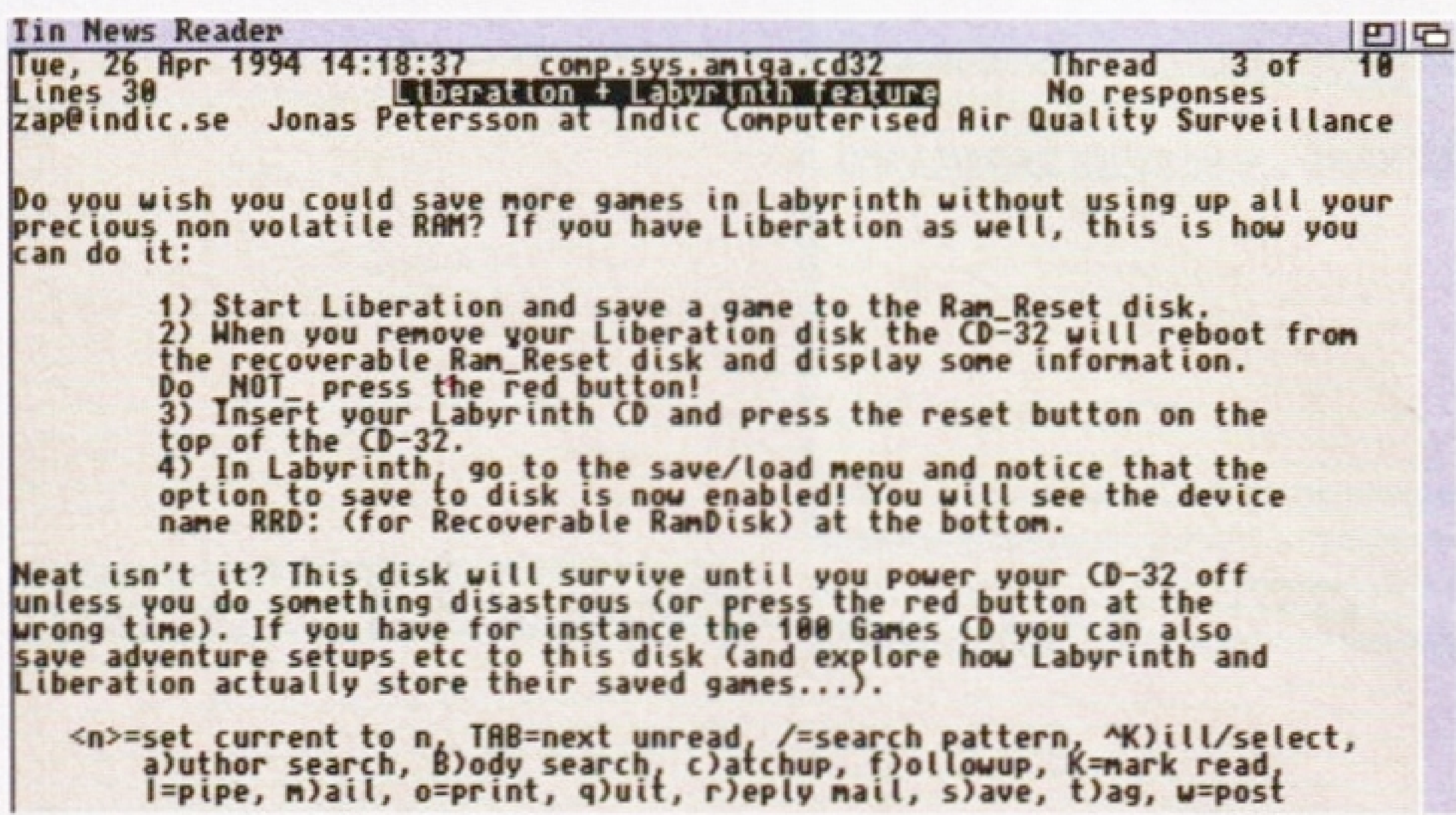
Check all the details with your network supervisor, but you should be able to get hold of files, copy them on to PC disks and then read them on your Amiga using *CrossDos*, which is covered in this month's Workbench tutorial on page 160.

GETTING HOLD OF USENET MESSAGES

A major part of the Internet is Usenet, which contains many thousands of newsgroups on subjects ranging from Amigas to Zoology. Here are a few of the more useful and, erm, interesting ones.

COMP.SYS.AMIGA#?

The Amiga newsgroups are among the most popular on Usenet, and you'll find prominent Amiga people such as *Emplant* developer Jim Drew or PD programmer Nico Francois getting involved in the discussions and arguments. There are several different newsgroups on different aspects of Amiga use such as COMP.SYS.AMIGA.HARDWARE, which is concerned with, surprise, surprise, Amiga hardware There are also various other newsgroups dedicated to the Amiga such as COMP.SYS.AMIGA.GAMES, and COMP.SYS.AMIGA.MULTIMEDIA.



```
Tin News Reader
Tue, 26 Apr 1994 14:18:37    comp.sys.amiga.cd32          Thread    3 of   10
Lines 30              Liberation + Labyrinth feature      No responses
zap@indic.se  Jonas Petersson at Indic Computerised Air Quality Surveillance

Do you wish you could save more games in Labyrinth without using up all your
precious non volatile RAM? If you have Liberation as well, this is how you
can do it:

        1) Start Liberation and save a game to the Ram_Reset disk.
        2) When you remove your Liberation disk the CD-32 will reboot from
        the recoverable Ram_Reset disk and display some information.
        Do _NOT_ press the red button!
        3) Insert your Labyrinth CD and press the reset button on the
        top of the CD-32.
        4) In Labyrinth, go to the save/load menu and notice that the
        option to save to disk is now enabled! You will see the device
        name RRD: (for Recoverable RamDisk) at the bottom.

Neat isn't it? This disk will survive until you power your CD-32 off
unless you do something disastrous (or press the red button at the
wrong time). If you have for instance the 100 Games CD you can also
save adventure setups etc to this disk (and explore how Labyrinth and
Liberation actually store their saved games...).

   <n>=set current to n, TAB=next unread, /=search pattern, ^K)ill/select,
       a)uthor search, B)ody search, c)atchup, f)ollowup, K=mark read,
       |=pipe, m)ail, o=print, q)uit, r)eply mail, s)ave, t)ag, w=post
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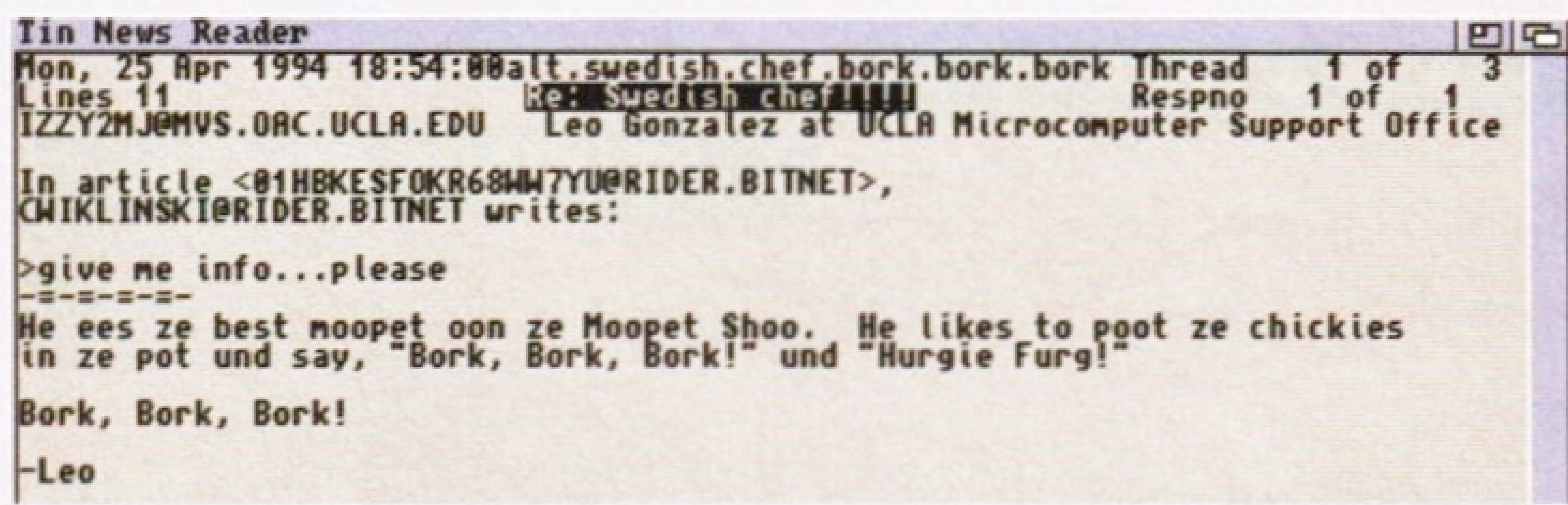
Looking for hints or tips for CD^{32} games? Check out REC.GAMES.VIDEO.CD32 or COMP.SYS.AMIGA.CD32.

REC.GAMES.VIDEO.CD32

This is one of the newer newsgroups, and it's dedicated to the CD^{32}. A wide range of subjects are covered, including new releases, charts, reviews and tips. There are also the usual arguments about CD^{32} versus 3DO or Sony PS-X.

ALT.SWEDISH.CHEF.BORK.BORK.BORK

Just to prove that not all the newsgroups are about computer-type things, this one is dedicated to talk about the Swedish chef, a character from the *Muppet Show*.



```
Tin News Reader
Mon, 25 Apr 1994 18:54:00alt.swedish.chef.bork.bork.bork Thread    1 of    3
Lines 11              Re: Swedish chef!!!!!              Respno    1 of    1
IZZY2MJ@MVS.OAC.UCLA.EDU   Leo Gonzalez at UCLA Microcomputer Support Office

In article <01HBKESFOKR68WW7YU@RIDER.BITNET>,
CHIKLINSKI@RIDER.BITNET writes:

>give me info...please
-=-=-=-=-

He ees ze best moopet oon ze Moopet Shoo.  He likes to poot ze chickies
in ze pot und say, "Bork, Bork, Bork!" und "Hurgie Furg!"

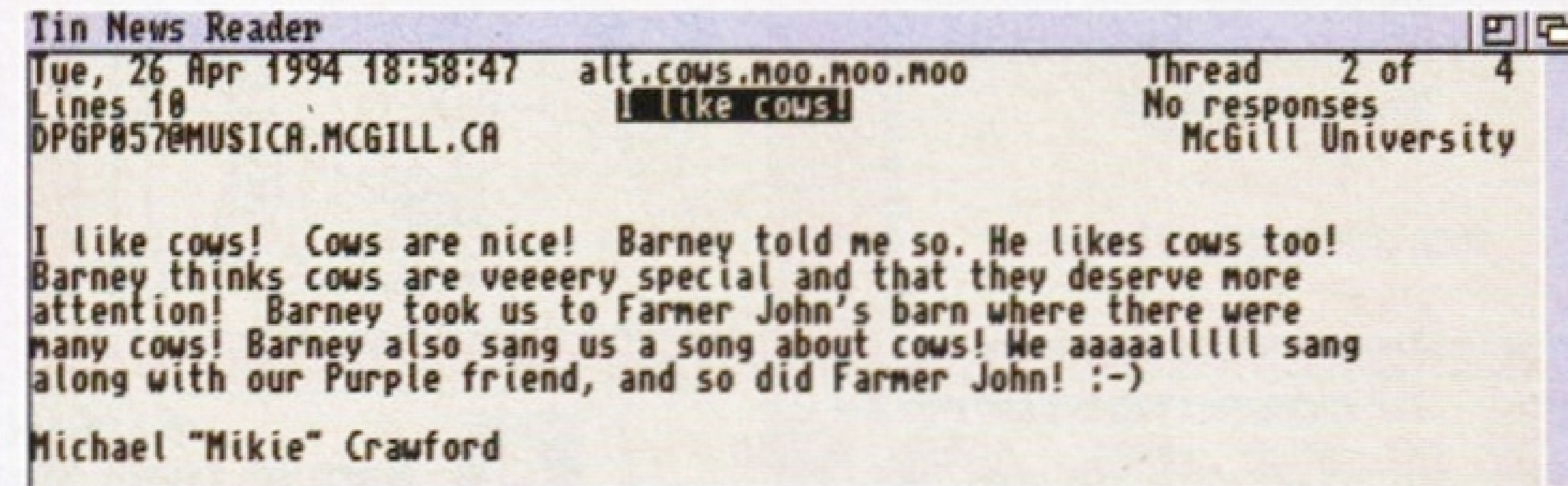
Bork, Bork, Bork!

-Leo
```

You can participate in meaningful discussions about life on Usenet, or you can blather about *The Muppet Show*.

ALT.COWS.MOO.MOO.MOO

For those of you who harbour a compulsive interest in our bovine chums, this newsgroup is dedicated totally to the subject of cows. Here you can hold discussions on all sorts of cow-related topics and find the answer to deep and meaningful questions such as 'If a Cow moos in a field and nobody hears it, does it make a sound?'. The ethics of eating meat and wearing leather are also covered as well as the thrilling topic of cows versus sheep.



```
Tin News Reader
Tue, 26 Apr 1994 18:58:47    alt.cows.moo.moo.moo         Thread    2 of    4
Lines 10                     I like cows!                 No responses
DPGP057@MUSICA.MCGILL.CA                                     McGill University


I like cows!  Cows are nice!  Barney told me so. He likes cows too!
Barney thinks cows are veeeery special and that they deserve more
attention!  Barney took us to Farmer John's barn where there were
many cows!  Barney also sang us a song about cows! We aaaaallllll sang
along with our Purple friend, and so did Farmer John! :-)

Michael "Mikie" Crawford
```

As you can see the quality of the discussions about cows add a new dimension to the art of debating.

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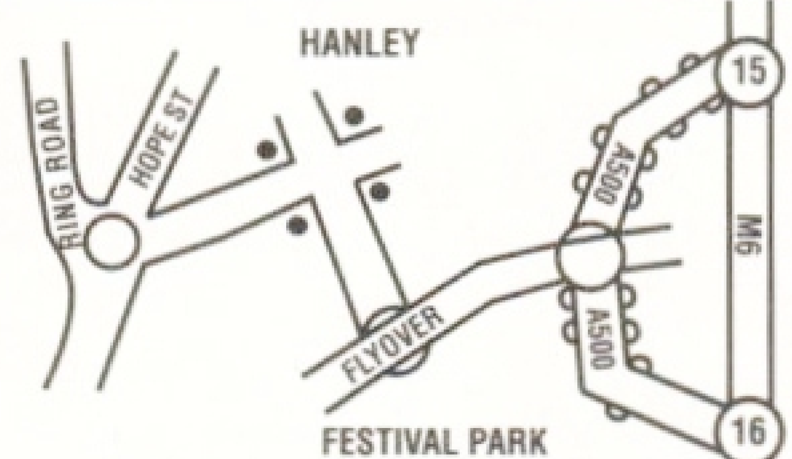
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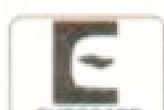
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A WORD FROM THE ED



TAKING OVER A new magazine is never an easy task. And taking over a beast like *Amiga Format* is as un-easy as it gets.

Following in the footsteps of Damien Noonan and Marcus Dyson may not seem like a good idea: between them, they've taken *AF* to the giddy heights where a single issue can sell over 142,000 copies. That's more than *Empire*, *What Car?*, *NME*, *The Face*, and *Time Out*.

Overall, *Amiga Format* is the 68th biggest-selling title. Okay, 68th may not sound that great, but the other 67 mags include TV listings mags like the *Radio Times*; all the women's weeklies; big fortnightlies like *Smash Hits*; and odd creatures like *Viz*. So *AF* holds its own against some pretty stiff competition – and it's still the biggest-selling computer title, ahead of *Computer Shopper*, *PCW* and all the games mags.

Hopefully, this illustrates just how big the Amiga market is. If we can sell 142,000 copies (and reach around 350,000 Amiga owners) every month, this market – despite what industry pundits may suggest – is still extremely healthy. While consoles (and console mags) come and go with alarming rapidity, the Amiga goes from strength to strength. The CD^{32} and A1200 are selling well, the A1200 CD drive is imminent, and Commodore are well under way with their next-generation RISC machine.

Maybe taking over *AF* isn't such a bad idea after all...

Letters

New editor Steve Jarratt dips into the bulging *Amiga Format* postbag, and disappears into the back room with Marcus Dyson's old paper knife. Send your letters to: Letters To The Editor, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

RIGHT-PROTECTED DISCS

It is probably true that CD software can be copied from either CD to CD, or CD to floppy disk but what people fail to realise is that most of the pirates in the world are your average people who get copies off friends.

These people are able to copy software because of the existence of writable materials such as floppy disks and copying programs. But unlike floppy disks, blank CDs are not available in your general computer shop, and your average person is not likely to be able to afford the hi-tech equipment necessary for copying.

If they want them, people will be able to get hold of copies but the average person isn't going to be able to do the copying.

Why can't people show a bit more optimism in new formats, such as the CD^{32}? One reason that the A1200 sold so well was that it had a floppy drive. I hope you will print this to show potential Amiga owners that there is nothing to be scared of as far as new computer ideas go.

Michael Newsham, Ipswich, Suffolk

Don't underestimate the power of the pirates: people didn't think you'd be able to copy cartridges, but any Super Nintendo or Mega Drive owner can buy a unit from Hong Kong that dumps cart data on to 3.5-inch floppies. I've no doubt that as soon as cheap rewriteable CDs become available, affordable copying devices won't be far behind. And don't be fooled into thinking there are degrees of piracy: it's illegal whether you knowingly get a disk of games off your mate or run a professional copying racket. It's wrong – don't even think about it.

DRIVE A HARD BARGAIN



A fistful of A1200 hard drives. Go on Martin's dad, make his day.

When our house was burgled I lost my A500. I was so upset about it that I couldn't sleep for weeks on end!

But I used the insurance money to buy an A1200 Desktop Dynamite pack and I am now considering buying myself a hard drive. But my Dad says, no, they are a waste of money. Please could you try to convince him?

Martin Seymour, Worksop, Notts

Dear Martin's Dad, imagine you had a Ferrari with a fuel tank that carried about a gallon of petrol, so you had to stop and fill up every five minutes. You'd want to buy a bigger tank wouldn't you? Now stop being a tightwad and let rip with the readies, Seymour senior.

LET'S GET SERIOUS

My colleagues and I have noticed that there is a lack of support for Amiga users under the age of 18 and have therefore decided to set up a user group. It seems that people in the Amiga world think that if you are under 18 you only use your machine for playing games.

The group is aimed at, and called, the Under 18 User Group. We produce a newsletter and have a growing PD library with disks available free. We can offer general advice and help on subjects such as programming.

Membership costs £2 – we were reluctant to charge but it is the only way we can fund the features we offer. I stress that we are a non profit-making club which aims to help our members. To contact the Under 18 User Group, write to:

Joe Locker, Under 18 User Group,
65 Masterton Road, Stamford,
Lincs PE9 1SN

CANVASSING FOR A REPLY

I have read that PC CD-ROMs and the CD^{32} variety are formatted to the ISO-9660 standard. Can you tell me if a PC CD, in particular, Microsoft's National Art Gallery in their Home Range, would be in any way compatible with CD^{32}?

I've asked Microsoft but they don't know. Obviously compatibility

Continued overleaf



Got a picture you're proud of? Send it in, see it in print and win an Amiga Format binder! Since the letters section is where you get to contribute your words, we thought it would be the perfect place to see your pictures on display too.

The best image each month, the one on this page, will win a huge poster printout, courtesy of Max Graphics of Cardiff – worth a massive £80. Send your entries on a floppy disk to The Gallery, Amiga Format, 30 Monmouth Street, Bath BA1 2BW.

If you need your artwork printed out, give Max Graphics a call on 0222 522332, or write to them at 168 North Rd, Cardiff, CF4 3BJ.

They offer a full range of Amiga output services, including their Colossal Colour system which can print images right up to poster size.



Midnight Oil
by Chris Banks of Grimsby

THE BITS ON THE SIDE...

I have had my Amiga for a little over six months and have bought only seven Amiga-related magazines. I'm going to tear up the next one which tells me how to get the GB map working; how to copy disks or how to turn on my oven. I just ain't payin' £4 for what's in the Amiga manual.

The one thing that prompts me to buy a mag is the Coverdisk. Make yourselves some extra money – reduce the mag to adverts and give it away with your Coverdisks.

Make your mag real; make me want to buy it.

Mark Tevendale, Kettering, Northants

OK, so you want better Coverdisks – and a magazine with a high reality quotient. I don't suppose you could be a little more specific?

I agree with putting age ratings on computer software. However, I disagree with the banning of scenes of sexual intercourse; violence; blood and guts; and the use of expletives in games. Doing so deprives the discerning adult software buyer of freedom of choice.

Why should people be prevented from seeing what they want on computer games because of the hang-ups of some crusty old, narrow-minded censor? Wouldn't it be better to put a clear warning on the box so that anyone who might be offended won't buy that particular piece of software? Or so that you couldn't buy *Swedish Nymphos Who Use The Eff Word* for your granny thinking it was a cartoony platformer?

Michael Norton, Guisborough, Cleveland

There's a world of difference between printing a warning label on a box and actually omitting gratuitous scenes of sex and violence. Let's face it, any kid with an older brother can get hold of horrific or pornographic videos – and 'games' with their interactive element have a far greater potential to disturb (anyone who's played something like Hired Guns *can vouch for that).*

So what do you do? Ratings don't stop people from getting hold of it; clamping down just sends the hard stuff 'underground' and makes it all the more appealing. As computer games approach broadcast quality, the regulation of computer games is going to become an increasingly contentious topic.

I have just read Issue 58 of your excellent magazine. What a bunch of nerds, dweeks, and, my word, nonks we Amiga buffs must be, judging by the discreet (Not!) messages of subversion in the small ads.
P180: *Massive muscles in eight weeks.* (We're puny.)
P182: *How to get by on £1,000 a day.* (We're poor!)
P171: *How to make it with girls.* (We're inadequate.)

How can such an amazing magazine allow such appalling ads to slide beneath its hallowed sheets? It wouldn't be so bad if they were for real – I mean they didn't work for me!

Howard Hughes (XJ220-driving, Arnie lookalike, with access to more skirt than I can handle), Wales

Every day you're subjected to TV ads that assume you're stupid, dirty, have bad skin, smell, have no dress sense, are very old, unable to manage your own finances or even of the opposite sex. And no-one complains...

I think your mag is great and I should know because I've been buying computer titles for around 12 years ever since I bought my ZX81. Can you tell me if I will be able to use my A600 as a keyboard and external drive for a CD^{32}? Also, will a CD^{32} with an FMV card included be released in the near future, at a lower price than both cost now?

M Pearson, Lye nr Stourbridge

No, I'm afraid you can't use your A600 as a slave keyboard/drive for the CD^{32}. If you think about it, there's no way of reading the keyboard – without doing some heavy-duty rewiring. And as regards a CD^{32}/FMV bundle, Commodore haven't announced anything... yet.



Backstage: so good that it's habit-forming.

TOO GOOD TO BE TRUE

Sorry, but I can't continue with my subscription to your magazine – it's just too good. This may seem strange but let me elaborate: subscribers get an extra disk with additional software and a newsletter free in addition to the disks normally provided with the magazine. Since my time is taken up with a job, part-time study, working on a fanzine and preparing for the arrival of a baby, I simply don't have time to cope with all the goodies provided by *AF*. Regrettable but true. How's that for a problem?

Robert Connolly, Oldham, Lancs

Easily solved: you need to subscribe to one of the lesser Amiga magazines (God knows there are enough of 'em) which should effectively reduce the amount you have to deal with each issue... Hey, just kidding! Non-subscribers please take note – and then turn to page 148.

from a PC to an Amiga isn't as much of a problem as compatibility the other way around.

Kevin Howes, London

Most CD-ROMS are produced to a standard, such as the one you mention. It is correct that Amiga CD drives can read the data from a PC CD-ROM, but it can't actually do anything with it – unless your machine is running a PC emulator, of course. It's not the disk that's different; but the programs contained therein.

REAL GRIPES BROADCAST

I have recently bought a CD^{32} and have some comments that may be of interest to other readers of your fine publication.

I assume that Commodore decided from the outset that the CD^{32} was going to be a games console first and foremost. This would explain why they neglected to fit it with full RGB output.

But there must be some people who, like me, own a monitor and have become accustomed to the luxury of an RGB display from their Amigas. Does the Microbotics SX1 module that supposedly allows you to transform a CD^{32} into a fully fledged A1200 support an RGB output?

Finally, can someone please explain why the CD^{32} plays my music CDs better than my three-year-old 'audiophile' CD player does? It has a more detailed sound, avoids the harshness that plagues many a CD player both old and new and is able to keep all of this information under control so that you are able to place any instrument easily within the soundstage.

The only downside is the slightly increased background noise at very high volume levels and the mechanical noise from the mechanism itself. Could it be that technology has improved so considerably in three years?

I wonder how the CD^{32} would compare with a new machine in a similar price range today? Lastly, what is the technical specification of the CD^{32}?

Steve Ward, Norwich, Norfolk

Good news: Microbotics' SX1 (now being produced by ParaVision) will indeed have an RGB output for connection to a monitor. And, as well as the normal array of parallel and serial ports, it also boasts a built-in real-time clock, a 72-pin 32-bit SIMM socket, and an an internal 2.5-inch IDE hard drive interface with space for an internal drive.

The CD^{32} has a surprisingly good disc mechanism, (manufactured by either Sony or NEC) and supports full 16-bit 8x oversampling, which makes it a pretty hi-spec audio CD player. And, let's face it, three years is a long time in the electronics



Headscape by Peter Galea-Naudi of Hove



Sanijan by Ian Grieve of Trowbridge



TV And Video by Billy Kastansis of Rhodes, Greece

business. You notice an increase in noise from the mechanism itself because the plastic casing does very little to dampen the noise from the drive.

The Technical specification for CD^{32} is:
CD Drive: 300K/sec.
CPU: 32-bit 68EC020 @ 14MHz.
Memory: 2Mb.
Operating system: Kickstart 3.1 on ROM.
Graphics: AGA chipset, Akiko chunky-to-bitplane graphics conversion chip.
Colour: Up to 262,144 colours on screen.
Screen resolution: 320x256 to 1,280x512
Sound: Stereo four channel, 8-bit.
Audio: 16-bit, 8x oversampling.
FMV: MPEG1 option based on the C-Cube chip.

OVERPRICED AND OVER HERE

How can I get hold of a copy of the *Amiga Format* Coverdisk that had *Imagine 2.0* on it? The program costs a fortune in Sweden.

Christer Hansson, Sweden

AF 53a Worth £269 imagine The finest coverdisk program ever! Discover the world of 3D with the complete version 2.0 of Impulse's stupendous 93% scoring ray-tracer. All Amigas • Requires 1Mb

Get an *Imagine* Coverdisk by ordering a back issue. But hurry, they're selling fast.

Simplicity itself: merely flip nonchalantly over to page 148, where you'll find our elegantly-designed back issues offer. Merely fill in the requisite form, stating that you wish to purchase Issue 53, and enclose payment to the order of £5.

AND... OVER THERE AND OVER ANXIOUS

I live in America and I would like to thank all of the European consumers for helping to keep Commodore and the Amiga on its feet. Hopefully this will continue.

Since I owe so much to Commodore and the Amiga I cannot just sit idle while I watch the company distance itself from the US market. Just because the management team in the US doesn't know how to market its product, there is no reason why I, and the other thousands of State-side Amiga users cannot write and bring about a change in the way Commodore Business Machines are doing things.

I know that CBM is a large corporation but I don't think that anything in the world is stronger than the American will to get things done – if we want something to happen, we make it happen.

I am setting up a group of Amiga owners, worldwide, who are unhappy with the way CBM has done things over the past few years.

Andre Reavis
14126 Cordary no. 43
Hawthorne, CA 90250
USA
Tel: (0101) 310 978 9415

NOT TO BE CONSOLED

I have a couple of ideas I would like to see taken up in *Amiga Format.*

1) Why not print readers' scores (with a photo to prove it, of course) as a challenge to others in the games tips section?

2) Why is it that everyone on TV calls computers 'consoles', particularly if they are talking about epileptic fits? It winds me up.

3) Please could you include the number of disks a game takes in your reviews because it is helpful to know the size. Please can we also have more hard disk installable games.

4) Is there a PD program that changes JPEG images into IFF format? I have lots of JPEG images but can't print them out with Workbench 3.0 version 39.29.

Caley Cane, Ashford, Kent

And, in reverse order...

4) Yes – it's called Fast JPEG *and was given away on last month's Subscibers'' Superdisk. So I guess you're one of the dim readers that doesn't subscribe, then...*

3) Your wish is granted: as of this issue, Rob Mead and crew will now tell you how many disks a game comes on and if it is hard disk installable.

2) Primarily because those people who suffered fits were playing console games at the time. It's difficult to imagine a fit of epilepsy being induced by a prolonged bout of Music-X *or* Wordworth 3*...*

Continued overleaf ☛

The Gallery Sponsored by MAX Graphics



The Old One by Rodney Entwhistle of Whangarei, NZ

THE MAN AT THE TOP

As well as running Commodore UK, David Pleasance also wishes to keep you Amiga owners informed about what's going on. Send your questions to him at the usual Amiga Format address, and await the answers in this very column...

HAVE WE LOST OUR VOICE?

Why have Commodore dropped the Speak.handler from Workbench? Does this mean the Amiga isn't able to produce speech any longer, without the user having programming knowledge? Also, why haven't they fitted a trapdoor-type lid to the internal drive?.

S S Bassi, Derby, Derbyshire

Yes, the demo facility for speech has been dropped, since the launch of the Amiga 3000 in fact. In the early days of the Amiga this feature was considered state of the art, but now digital quality is the minimum acceptable standard for voice, and as such the speech facility is inadequate. I believe that there is a Public Domain program available which allows speech as per our original demo.

Those internal drives with a trapdoor (which really is just a dust limiter) are the type used on A4000s and the soon-to-be-released A4000T. This is because the trapdoor itself is part of the bezel, which forms an integral part of the look of the case. With the A500, A600 and A1200, the drive is recessed behind the outer casing and there is no room for the trapdoor device. The inclusion of said trapdoor will have a negligible effect on prolonging the life of the hardware.

IS THE BUSTER BUST?

I own an A4000/30 and I have heard that the buster chip is faulty. I have version nine and believe I need version 11. Is this true?

Michael O'Connor, Marino, Dublin, Ireland

Your buster chip is not faulty. But if you wish to fit a SCSI controller (in order to connect a SCSI hard drive device), you need to have the revision 11 chip fitted. These are readily available, but must be fitted by a qualified engineer, so I recommend you go back to your dealer.

FAULTY MOTION VIDEO

I am the proud owner of a CD^{32} and an FMV unit. Both the *Star Trek VI* and *Top Gun* video CDs tend to skip a frame every now and then. I am aware that these Philips CDs do not quite follow the White Book standard for video CD, is this the cause of the problem? If so, will standard video CDs play OK? I know there was a problem with the original MPEG cartridge and that they have been updated, but are the original problem ones still on sale?

Adam Wright, Northampton

The short answer is Yes. The non-conformity of the software has resulted in a few problems. We have produced several revisions of our ROM in the FMV module, and I believe that the latest version 40.30 has cured all the problems. This is the only version that should be on sale today. If you take your FMV module back to your retailer, they will get the ROM replaced with the latest version. There is a small charge for post and packaging (£5), payable to the dealer when you request the upgrade. I hope this solves your problem and I wish you many happy hours of enjoyment on your CD^{32}.

How to contact AMIGA FORMAT

The best way to get an answer from Amiga Format is to make sure you're addressing your letter to the right person (or indeed, department) in the first place...

- **We get literally hundreds of letters and faxes a day, so if we were to try to answer them all personally we would never have any time to actually write *Amiga Format*. So we're sorry, but we can't reply in person.**
- **We are available for emergency enquiries by telephone every Tuesday between 10.30am and 6pm, but please make sure your call is really necessary.**
- **Our advertising department can help with problems concerning companies who advertise in the magazine if you phone during normal office hours.**
- **Our subscriptions service and the *Amiga Format* Mail Order department are not in the same building as the magazine itself. Both can be contacted on 0225 822511.**

Work BENCH

If you have any problems with the technical side of your Amiga, with hardware or with serious software, Nick Veitch will try to answer you in the mag. Or, if you have any advice for others or any handy tips to share, send them in and you could win a prize.
WORKBENCH, *AMIGA FORMAT*, 30 MONMOUTH STREET, BATH BA1 2BW.

Game BUSTERS

If you've just found the cheat mode, mapped out the levels, or found all the passwords for the latest game, send the info to Rob Mead and you could win a prize. Or, if you're stuck, ask Helping Hand for advice – or solve someone else's problem and win a prize!
ROB MEAD, GAMEBUSTERS, *AMIGA FORMAT*, 30 MONMOUTH STREET, BATH BA1 2BW.

Readers' LETTERS

The Letters pages are there for you to air your views and share your opinions; please remember not to ask questions that should be in Workbench! Steve is looking for thought-provoking or entertaining letters, the shorter the better. Prizes are given for the best.
LETTERS TO THE EDITOR, *AMIGA FORMAT*, 30 MONMOUTH STREET, BATH BA1 2BW.

COMPETITIONS

To enter a competition, write the answers and your name, address and phone number on the back of a postcard or a stuck-down envelope and send it in. We have just changed our rules so that each person may enter only once: and, please, do not include entries with letters to any other part of the mag because we'll just lose them.
WHATEVER COMPETITION, *AMIGA FORMAT*, 29 MONMOUTH STREET, BATH BA1 2DL.

Special OFFERS

If you've ordered something from the *Amiga Format* Mail Order section and you've got a problem, then don't write to our Bath address – instead contact our Somerton address or telephone 0225 822511.
***AMIGA FORMAT* MAIL ORDER, FUTURE PUBLISHING, FREEPOST (BS4900), SOMERTON, SOMERSET TA11 6BR.**

SUBSCRIPTIONS

If you move house and want to make sure your copy of the magazine catches up with you, or if you have any other subscription enquiries then write to:
***AMIGA FORMAT* SUBSCRIPTIONS, FUTURE PUBLISHING, FREEPOST (BS4900), SOMERTON, SOMERSET TA11 6BR.**

Faulty COVERDISKS

The disks are duplicated and stuck on the magazine by a separate firm which we employ. If you have a faulty disk, DON'T return it to us: send it, enclosing an SAE, to: DISCOPY LABS, UNITS 2 & 3, OMEGA TECHNICAL CENTRE, DRAYTON FIELDS, DAVENTRY, NORTHANTS NN11 5RT.

1) I've worked on numerous mags which 'featured' high score tables and always found them to be: dull (a list of scores? Whoopee); annoying (just how do these people rack up these inhumanly high scores anyway?); and a waste of space. Opinions, please.

CHECKING IT OUT

Please can you tell me where I can get a copy of the supplement disk and manual which contains the spellchecker and thesaurus for *Scribble* on Coverdisk 41.

Darrell Golby, River Dale, Foul Anchor, Tydd nr Wisbech, Cambs PE13 5RF

Bad news, I'm afraid. The company responsible for these items has gone down the tubes, and is no more. However, if some generous AF *reader has got the aforementioned items perhaps they could get in touch with Darrell?*

YOUR (IN)FLEXIBLE FRIEND

If you're worried about your PCMCIA card snapping, then listen to Gob the Great.

Here's a tip for Amiga users who own a PCMCIA card. To prevent the card bending and possibly snapping, glue an eraser to the underside to act as a shock absorption unit effectively taking the strain off the card.

Gob the Great, Newcastle

HELPING TO WRITE WRONGS

I have been buying *Amiga Format* for years and am now a subscriber. The Coverdisks on issue 51 were *Skidmarks* and *Turbo Print*. I ordered a PD disk from a company I will not name. I ordered *Skidmarks* because I thought it would be extras (tracks and cars and things) to my original program, but when it arrived the disk was a copy of your Coverdisk complete with *Turbo Print*. OK it only cost £3 but I did not want to pay for something I already had.

Are that company allowed to do this? I thought the disk was not for resale. What about copyright? This must have happened to other readers as well. Perhaps they could write in and tell you.

Jim Northcott, Swansea, Wales

You're right: PD companies certainly aren't allowed to rip off AF *Coverdisks. By doing so they're contravening the copyrights of both* Amiga Format *and the company to whom the software belongs. The disks aren't for resale, and so selling them – however cheaply – is illegal.*

Any other AF *readers who know of PD companies flogging Coverdisk programs should pass on the details (anonymously if need be) to* Amiga Format *who will then take the appropriate – and painful – action.*

SO UNFUNNY IT'S A JOKE

First off, I sent off for some PD from 17 Bit Software and was pleased with their fast and efficient service. Unfortunately some of the disks, including a Spectrum Emulator, were faulty but when I sent them back I received a replacement together with an extra games disk free. So I wouldn't hesitate to recommend 17 Bit.

Secondly, I was playing games with the Speccy Emulator and they reminded me of the good old days when gameplay and longevity were an integral part of the games. If bedroom programmers could squeeze tonnes of gameplay into 3.5K with a VIC20, there's no excuse for not doing the same with the 585 times more K on the CD^{32}.

Thirdly, two complaints: your magazine is the best on the market but you have demoed only three games on your Coverdisks that have persuaded me to buy the game, and one of those I had decided to buy before I got your Coverdisk version. I know that you don't write the games but if there are no decent games demos winging their way to you one month couldn't you put some decent PD on the disks?

Lastly, *Amiga Format* is very unfunny. *Please* make it a bit funnier or I might have to set up a rival on my Citizen 120d+ using *Pagesetter*.

Grant Osborne, Hardwick, Cambs

PS Do you still give away prizes for letters as you don't seem to mention this any more?

PPS Ages ago (Issue 30?) Pat McDonald said anyone wanting to see a program you could talk to, on the Coverdisk, should write in... I want one. I think it was called *Nialle* or something.

You're not the only one lamenting the drop in gameplay standards: I've been bemoaning the state of new software for months. But it's not necessarily poor gameplay – there have been some stonking Amiga games over the last year – it's more the lack of originality. If I see another 'jolly' platform game, Football sim or Street Fighter II *clone, I'll puke.*

AF *unfunny? A horse walks into a bar; the barman says 'Why the long face?' It's a cracker.*

PS To appear in the annals of Amiga Format *is prize enough.*

PPS Message received.

GVP WORLD CLASS AMIGA PERIPHERALS — NEW PRODUCTS

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FOR ALL AMIGAS



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94%

G-LOCK ~~£349~~ **£299** INC VAT - VID 2500

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TOP RATED — CU-Amiga Feb '94 97%

The new GVP A1230-II, available in 40MHz 68030EC and 50MHz 68030 configurations, are the most advanced accelerators yet for the A1200. They can make your Amiga run 6½ times (40MHz version) or 8½ times (50MHz version) faster than the standard A1200 and feature unique module expandability.

MMU OR FPU?
The 50MHz version includes a built-in Memory Management Module (MMU), for more sophisticated memory control. An optional FPU (Floating Point Unit: for faster maths calculations) is available for the 40MHz and 50MHz versions (see below), both have RAM upgrade options (up to 32Mb, see right).

UNIQUE MODULE EXPANDABILITY
The A1230-II is unique in that you can add further functionality to your Amiga by using expansion modules. GVP will be releasing a wide range of optional modules, the first being a high speed SCSI-2 interface. A 16-bit sound sampler and real time frame grabber will follow shortly. All modules can be fitted without invalidating the Amiga's warranty.

RAM UPGRADES
The A1230-II accelerator combo has two 32-bit SIMM sockets for easy Fast RAM expansion. The following SIMMs can be used in this slot.
- 1Mb 60ns Fast RAM SIMM - (RAM 3216) - £69 inc VAT
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Capture sound from an external source and play it back in stereo or mono on your Amiga. The latest version of GVP's Digital Sound Studio (DSS8+) enables you to create audio effects for use in games or jingles.

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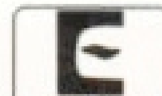


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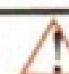
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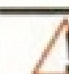
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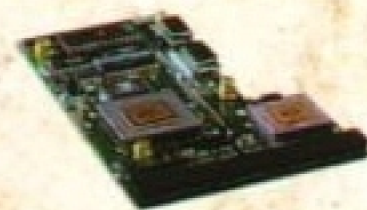
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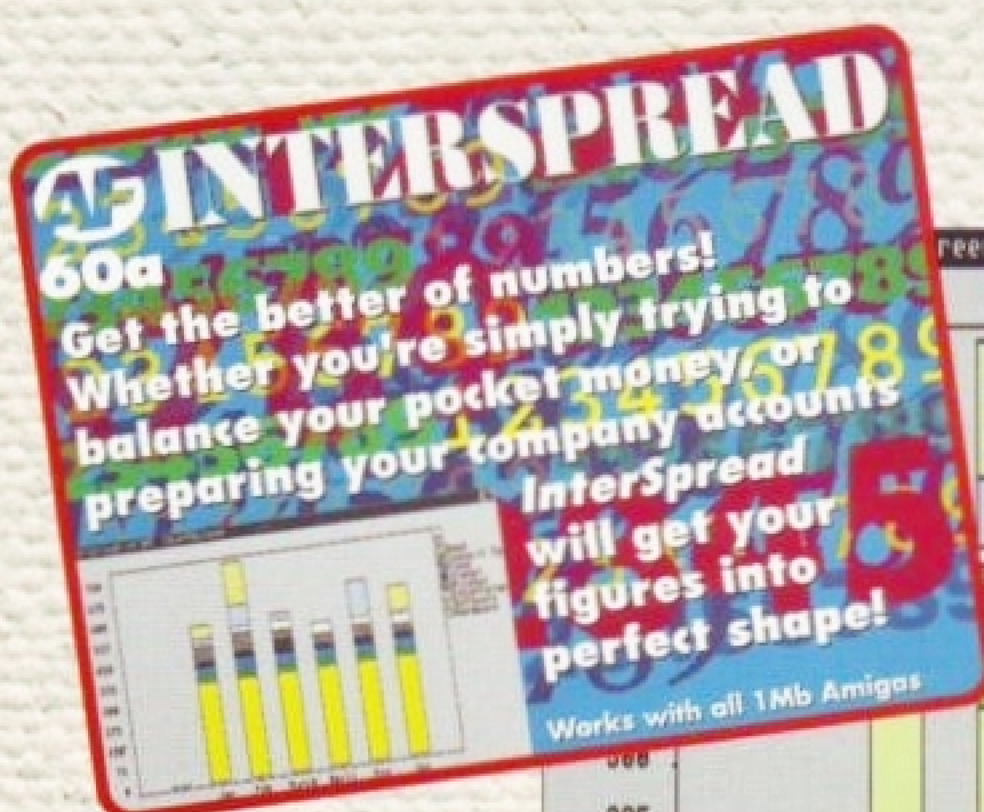


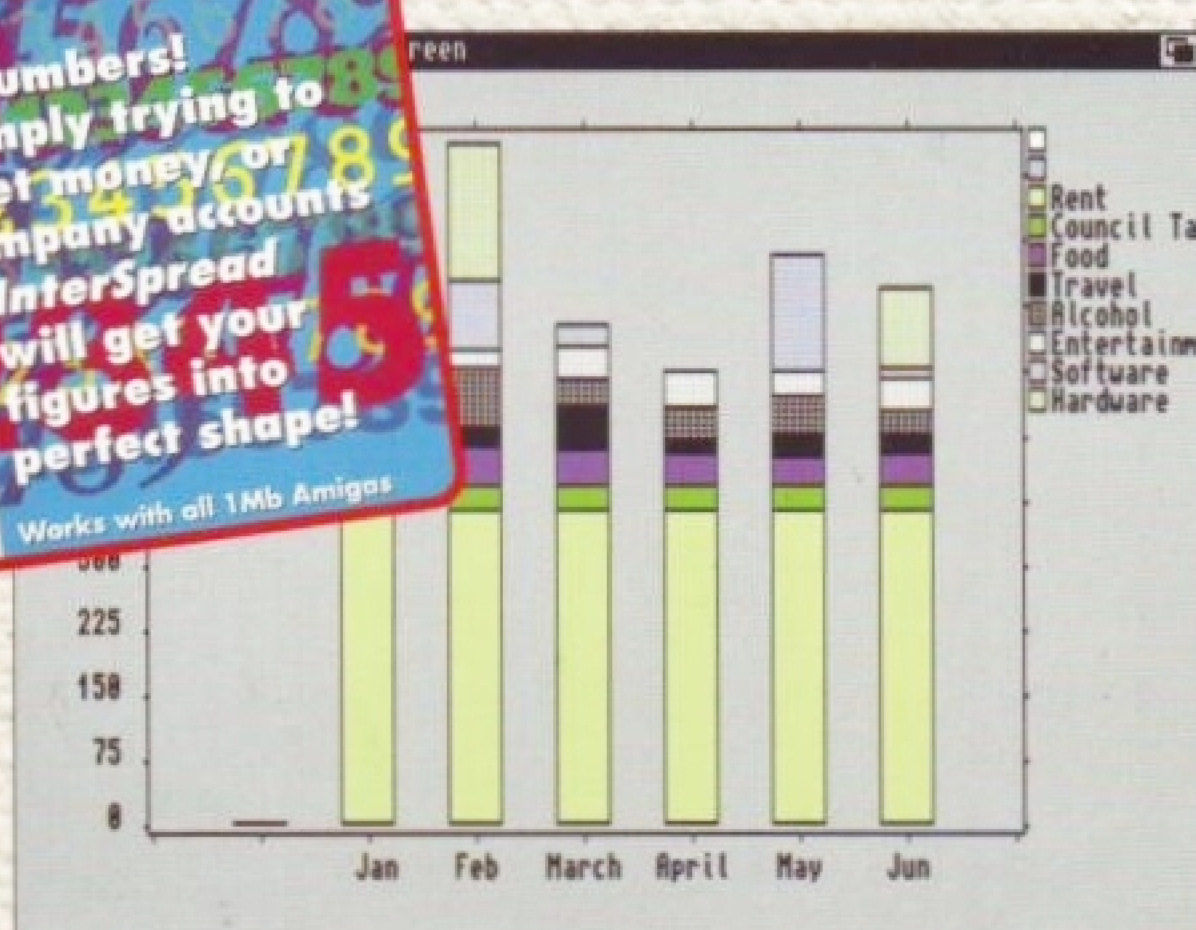
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